Hi - I’m Will Wright (The Sims, SimCity, Spore, Proxi, etc.) and I want your memories. Ask me anything!

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Community: r/gaming
Posted by: u/GalliumStudios
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Hi. I’m Will Wright, game designer and creator of The Sims, SimCity, Spore, and the upcoming life simulation game Proxi. Over the years, I’ve had the fortune to work with incredible teams and communities, and I’m excited to answer some questions in my first Reddit AMA.

While I despise most social media, I’ve always been inspired by the creativity and passion of communities like Reddit.

Thank you to everyone who’s supported my games over the years-it’s been amazing to see how each of you has made these worlds your own.

Proof: https://x.com/Team_Proxi/status/1853490429121221046

We’re working on Proxi, a new AI-driven life simulation game that lets you make magical connections with your memories and bring them to life. Your enthusiasm means everything to us at Gallium Studios.

In the spirit of community, and in the theme of Proxi, I’d love for you to share your favorite memory along with your questions for me. Your stories inspire us.

Let’s dive into some questions and keep creating worlds together.

More Info: https://galliumstudios.com/

>From Will (Wrap-up):
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>Thanks everyone for coming to this Reddit AMA with me! It’s always humbling to realize the impact our games have had on the community and, in some cases, how they’ve even led people

to different career choices or encouraged them to look back on their childhood with nostalgia. I actually get more enjoyment from hearing stories from the community than I do from ever playing my own games, and that's something I plan to keep doing in the future because it's so rewarding.
>
>Right now, we're working on Proxi, and I hope one day to hear people talk about the impact it had on their lives. If you're interested, you can (eventually) check us out on Steam, (eventually) wishlist us there, or [join our discord channel](https://discord.gg/proxi)
>
>We'd love to engage with you as a community and hopefully create experiences that, one day, you - or even your kids - will look back on as something meaningful in their lives. Thanks, everybody!
>
>- [Gallium Studios](https://galliumstudios.com/)

COMMENTS (326 fetched)

[u/Real-Deal-Steel] [223 pts] [Nov 4, 2024]
Spore is a huge creative influence for me since my childhood. I've been developing a sci-fi setting featuring creatures I made in the game years ago.

If possible, how would you build upon Spore in a hypothetical sequel?

[u/Auran82] [98 pts] [Nov 4, 2024]
I feel like with modern technology they could probably make Spore as originally envisioned (and probably what our imaginations were hoping for)

Plus we'd get a whole new generation of 4k Ray Traced horrifying penis monsters.

[u/GalliumStudios] [90 pts] [Nov 12, 2024]
Yeah, we were overreaching with Spore already. In a sequel, I'd actually split it into at least three different games: an evolution game, a civilization game, and a space game. I like the idea that they're still connected, but by splitting them, each could fully develop into its own genre without having to jump between genres within a single game.

You could, for example, export your creatures from the evolution game to the civilization game. We wanted to create broader environments, ecosystems, and niches. At the start of the project, we even imagined underwater civilizations - like a fish evolving intelligence, leading to an entire civilization developing in three-dimensional underwater settings.

However, managing an RTS in three dimensions is challenging; few games have done it successfully, with Homeworld being one of my favorites. I think if we narrowed the focus, especially for the civilization aspects, we could have pulled it off more successfully.

[u/Attarissiya] [8 pts] [Nov 12, 2024]
Do you have plans to remaster spore ir doing a spore 2?

[u/trianglesteve] [22 pts] [Nov 5, 2024]
My mind was blown at the beginning of the space age where you scroll out to the galaxy view

[u/GalliumStudios] [51 pts] [Nov 12, 2024]
Oh yeah, actually, that was my favorite level of Spore as well. I was lucky to have one of my best designers, Jenna Chalmers, take over the design of the space stage. I think between the space stage and the creature stage, those are the two best parts of Spore. One of the big things I really wanted to convey in Spore was just how vast our universe is. Even though we definitely start with these little microscopic microbe-type creatures, we eventually reach the point where we can look at the universe and begin to slightly understand how incredibly vast it is.

[u/MarsCityVR] [10 pts] [Nov 12, 2024]
My favorite was the microbe stage!

[u/Whaleever] [26 pts] [Nov 4, 2024]
I played spore a looot in uni, me and my mates would get stoned, listen to dustep and evolve creatures in spore ha

[u/GalliumStudios] [37 pts] [Nov 12, 2024]
That’s brilliant, mate! BANG ON.

[u/DoctorDinghus] [9 pts] [Nov 5, 2024]
Spore looked so amazing in the trailers compared to the actual game. EA Games had their grubby hands on it and ruined what Wright had envisioned.

[u/Royal_Airport7940] [2 pts] [Nov 6, 2024]
Its more like the game design never really clicked.

Whatever WWs vision was wasn’t achievable, so you got the stages but they didn’t really work together beyond the surface.

If you think EA was why Spore didn’t live up to what it was billed as...

They had a creator mode, and an evolution idea, and made whatever Spore ended up being.

They shoulda doubled down on the good stuff.

[u/Majukun] [2 pts] [Nov 12, 2024]
I think it was achievable, but at the cost of accessibility and development time, because making every phase as deep as it should be to be compelling would have meant a whole lot more development and a lot of commitm NT from the players to basically learn 4 different games at once.

For example, take the civilization phase, you can customize your building and units but those customizations only impact 3 little stats, making your unit tankier or more offensive etc... Imagine if instead of that putting different weapons would actually give them different abilities, different mobility, types of damage etc. It’s a whole game worth of gameplay exploration, but also a pit of development time and a nightmare to balance.

[u/Attarissiya] [9 pts] [Nov 5, 2024]
With a remaster and some more stages and improvments id be sooo happy

[u/berseckx2] [2 pts] [Nov 5, 2024]
Iwannakowtoo

[u/TheKanten] [2 pts] [Nov 12, 2024]
I’m still waiting for the *original* Spore, not the mid circus EA released as a product.

[u/SubmissiveDinosaur] [2 pts] [Nov 4, 2024]
Expand and add depth for stages. I loved the cell stage, but you spend like 20 mins there before getting into creature, and all stages feel similar. For a 50h of gameplay, 44 are Space stage, and 6 are the others combined

[u/unsalted] [189 pts] [Nov 4, 2024]
Sim city 2k, sim copter, streets of sim city. Still one of my fondest memories to date.

These along with others got me into programming just to learn how to do similar.

Thanks for all the fun games!

[u/silentsno] [64 pts] [Nov 4, 2024]
Blew my mind when I could build a city in Sim City 2k, and then fly around it in Sim Copter. Not to mention, I’d never thought I’d love playing a game about an Ant in Sim Ant!

[u/CommunistRingworld] [76 pts] [Nov 4, 2024]
The reason EA lost the city simulator crown and are about to lose the life sim crown is because they wanted to monetize stupidly instead of iterating on integrating multiple games like that.

Imagine if you could build a city offline in a modern simcity with raytracing. Then you can pick an apartment in a real building in that city and load it in the Sims to play a life out in your city.

No one would be able to challenge them ever again.

But no, that requires focusing on content instead of inventing a store within a store so you can buy while you buy

[u/GalliumStudios] [48 pts] [Nov 12, 2024]
It’s really easy for any one of us to be a backseat driver. EA has had its ups and downs. In some ways, they saved Maxis - they saved The Sims when it looked like it was going to

fail. I have the utmost respect for the people at EA at the time they acquired Maxis, and I still interact with a lot of them.

I know EA has gone through many changes since then, and of course, the industry has evolved tremendously as well. I don't feel qualified to say they should have done this or that five years ago; I've been away from EA for much longer than that. I think it's common for any company to face people saying, ""They should have done X, Y, and Z,"" but this happens everywhere, all the time. So, I don't really feel it's my place to look back and say, ""They should have done X, Y, and Z.""

[u/csfreestyle] [16 pts] [Nov 4, 2024]
Yo dawg, I heard you like commerce!

[u/Stingrae7] [3 pts] [Nov 5, 2024]
This is brilliant. Would be epic. Unfortunately probably won't happen, based on how they have handled Sims4.

[u/GalliumStudios] [36 pts] [Nov 12, 2024]
SimCopter is a bit bittersweet for me because we had so many cool ideas, but we developed it with a team of only four people and had just 12 months to complete it from start to finish. There were a lot of concepts in SimCopter that were later picked up by Grand Theft Auto, which I believe we did first - though, of course, with almost no resources.

One thing we did accomplish in SimCopter was creating a kind of visual programming language, which we later used in The Sims. In SimCopter, we had little characters running around the world, sometimes just walking down the street, other times running from a fire, or attending a football game - essentially populating the city with simple behaviors. These behavioral models were very basic, much simpler than in The Sims, but we ended up evolving that visual programming language into what we called "SimAntics."

SimAntics became the object-level programming language in The Sims. While most of The Sims was written in C++, this language allowed us to program specific interactions - like how a Sim uses the fridge, opens a door, or starts a conversation - in a compact, portable visual programming language tailored specifically for those in-game actions.

More info: https://simstek.fandom.com/wiki/SimAntics

[u/Alek_sander] [8 pts] [Nov 5, 2024]
I was beginning to think that never happened and I dreamt it. Damn, I loved that. There was also a car game where you could drive around the city you built. With weapons and upgrades? Or is that a dream?

[u/Nexus6-Replicant] [7 pts] [Nov 12, 2024]
That was a real thing called Streets of Sim City.

[u/garry4321] [17 pts] [Nov 4, 2024]
If they come out with it, the graphics shouldn't change one bit

[u/turkey_sub56] [4 pts] [Nov 5, 2024]
Absolutely agree.

[u/rickelzy] [3 pts] [Nov 5, 2024]
This has gotta be ripe for an indie dev to swoop in with a spiritual successor

[u/Earllad] [2 pts] [Nov 5, 2024]
Dude please. That janky walk is burned into memory. But we need Sim City 2002 to make cities for it too.

[u/GalliumStudios] [30 pts] [Nov 12, 2024]
You're welcome. Just for the record, I didn't design Streets of SimCity. I did work on SimCity 2000 and the original SimCity, though. That's what initially got me into programming. I remember looking at some of the earliest programs on my Apple II. I was living in New York, and there were only two computer stores in all of Manhattan - one was an Apple store, and the other was an Osborne store. I think Radio Shack sold the TRS-80, too.

Back then, early commercial software was often just simple games in Ziploc bags hanging on the wall. I started playing a few of those on my Apple II and thought, "Wow, I wish I could make something like that." That really motivated me to learn programming.

[u/RolandDeepson] [4 pts] [Nov 13, 2024]
It's been way too long since I last reticulated any splines.

[u/dietcar] [8 pts] [Nov 12, 2024]
Simcopter 1 reporting heavy traffic

[u/UncleJoesLandscaping] [130 pts] [Nov 4, 2024]
I have the feeling that many mobile sim-games are created more as time sinks than actually giving the player freedom to create and make decisions with consequences.

What are your opinion and takes on this?

[u/GalliumStudios] [60 pts] [Nov 12, 2024]
Oh, yeah, that has a lot to do with the business models games are built on nowadays - like free-to-play, premium, and so on. Many of these end up feeling like treadmill experiences. Usually, when a game launches, it's tied to a specific platform, whether PC, PlayStation, iPad, or whatever.

The way I design games is by figuring out what I want players to spend their time doing, what I want them to manipulate, and the types of decisions they should be making. When you end up with a treadmill experience, it's often a sign of failure in game design. It means the game has run out of varied, interesting activities, so players are forced into repetitive tasks. For example, players might have to chop wood for an hour just to build a table. For some, the reward of building that table is motivation enough, but it still boils down to busywork. At that point, the player is spending time on activities that don't

contribute meaningfully to the game’s progression.

[u/HoraryZappy222] [9 pts] [Nov 4, 2024]
true

[u/Toastburrito] [8 pts] [Nov 4, 2024]
Hard agree.

[u/Capn_Yoaz] [133 pts] [Nov 4, 2024]
Do you ever want to remaster Sim Ant? I really loved that era of gaming, and that game was amazing. Thank you for the amazing experiences.

[u/GalliumStudios] [59 pts] [Nov 12, 2024]
Yeah, I still annoy people with my interest in SimAnt. It was actually the fastest project I ever worked on - from start to finish, we got it out the door in about 10 months. It was just me and a good friend I grew up with, handling all the programming and design.

SimAnt even became a big inspiration for The Sims down the road, particularly in how we engineered ant behavior. I got to meet my hero, Edward O. Wilson, who wrote The Ants, a Pulitzer Prize-winning book. Later, I got to know him, and he just passed away a few years ago. He was an amazing guy - he really deciphered how ants work, how they communicate, and the different modes of communication they use.

I’m still fascinated with ants, and I wouldn’t mind revisiting and improving that design with the technology we have now. But I think with SimAnt, we captured a lot of how ants are organized and how they communicate.

More info: https://en.wikipedia.org/wiki/The_Ants

[u/Capn_Yoaz] [2 pts] [Nov 12, 2024]
Wow thanks Will. I’ll give it a read, and I’m sorry for your loss. It’s really cool that ant behavior developed into the Sims. Follow-up, did you apply this methodology/behavior observation to any other games, and do you observe this behavior in people?

[u/GalliumStudios] [13 pts] [Nov 12, 2024]
The other games? Oh, OK. Well, if we zoom out a bit, one thing this points to is something now called emergent behavior. Without getting into too much detail, it’s where you build a system with very simple rules, turn it on, and then you get unexpected, amazing complex behavior from these simple rules interacting. A lot of biology, even down to the cellular level, uses this - it finds little tricks or exploits to achieve complex and wonderful results with a few basic elements. This concept applies to many things.

In The Sims, one of the ways I approached it was to see if we could simulate people so that if I were standing on a second-floor balcony, looking down at people in a park, I could get a sense of their relationships just by observing body language - like knowing they’re in love, good friends, or having an argument without hearing them. That involves a sense of granularity and our ability to interpret data based on subtle cues, expanding on what we think is happening. It’s different from emergence, but emergence is what led to much of the

behavior in The Sims. We focused on the simplest aspects of a character walking on the screen and abstracted those behaviors to create what felt like elaborate interactions.

In SimAnt, emergence also played a big role, but it wasn't just about individual ant behavior. One fascinating thing about ants is how much of their behavior is environmentally distributed through pheromones. When ants find food, they leave a trail (called "anal communication" which is a great name) that other ants follow. As more ants find the food and reinforce the trail, more ants are drawn to it. If you step on an ant, it releases a different chemical, triggering a defensive response from others to protect the queen. Their behavior is often triggered by environmental cues.

We programmed The Sims in a similar way. When your Sims are hungry, tired, or bored, the objects around them advertise solutions - the fridge says, "I can make you less hungry," the bed says, "I can make you less tired," and the TV says, "I can make you less bored." It was like turning the whole concept around, so the environment contained the intelligence of the Sims. The more objects you placed around them, the more "intelligent" they became, as the intelligence emerged from their environment.

[u/Trentdison] [19 pts] [Nov 4, 2024]
I second this question, loved Sim Ant.

[u/timmojo] [15 pts] [Nov 5, 2024]
Did you know you could have your ants dig all the way down to the bottom of the nest and find basically portal holes directly to the red ants' nest? You could send in seal team six to take out their queen without having to go to war topside. It even worked on the inside-the-house levels!

[u/GalliumStudios] [48 pts] [Nov 12, 2024]
Yeah, but did you get the laser-armed spider attacking you? That's actually in SimAnt! At some point, this big spider comes out with a laser - I forgot what triggered it, but it's pretty rare. Most people didn't catch it.

SimCity 2000 also had the Loch Ness Monster. Only a few people managed to get screenshots of it. It was programmed to appear once every 500 hours of play, and only for about 3 seconds. So, there were all these rumors about the Loch Ness Monster. People claimed they'd seen it, but it disappeared too fast for anyone else to believe them.

[u/fddfgs] [21 pts] [Nov 13, 2024]
> SimCity 2000 also had the Loch Ness Monster.

My brother and I had a massive fight about this, he never believed me

[u/[deleted]] [10 pts] [Nov 13, 2024]
Me and my brother definitely saw the Loch Ness Monster in Sim City 2000 but our dad never believed us lol

[u/[deleted]] [6 pts] [Nov 5, 2024]
Yep! I think someone at school told me, when I got to my grandma's house I ran to try it

and was blown away it was real! I only did it when I was focused on winning though, most of the time I just wanted my ant army to slaughter the spiders up top lol

Truly an underappreciated hidden gem of a game

[u/nagumi] [2 pts] [Nov 12, 2024]
WHAT?!

[u/Bummins] [7 pts] [Nov 4, 2024]
Here also to second this, it was very engaging and educational

[u/pattyice420] [4 pts] [Nov 5, 2024]
Doesn’t EA own the rights to all the Maxis games? I don’t think he could remaster sim ant even if he wanted to

[u/CoherentPanda] [2 pts] [Nov 12, 2024]
Surprised no indie dev has attempted to recreate it. Was such an amazing game for its time.

[u/Shaolan91] [48 pts] [Nov 4, 2024]
I love spore deeply! Thanks for making great games!

(I really wanted to try darkspore)

[u/[deleted]] [8 pts] [Nov 12, 2024]
Spore 2 is the only game where I won’t be mad again if it’s coming before Silksong!

[u/[deleted]] [2 pts] [Nov 14, 2024]
I was there for Darkspore! An interesting game while it lasted.

[u/Macho-Fantastico] [39 pts] [Nov 4, 2024]
It’s great to see Will Wright making games again. Love his work.

[u/cravex12] [38 pts] [Nov 4, 2024]
Hey will, a Spore 2 would be awesome.

[u/GalliumStudios] [45 pts] [Nov 12, 2024]
OK, why don’t you make it? I’m busy with Proxi.

[u/cravex12] [22 pts] [Nov 12, 2024]
Too busy fighting the grox you magnificent developer!

[u/GalliumStudios] [41 pts] [Nov 12, 2024]
Community Director Note: (Will Laughed)

[u/cravex12] [13 pts] [Nov 12, 2024]
everyone liked that

[u/Towelispacked] [3 pts] [Nov 5, 2024]

Or something like a modern E.V.O. Search for Eden (SNES game).

Edit: Added rest of the name that I had forgot

[u/killer22250] [38 pts] [Nov 4, 2024]
Was there a plan for Spore 2? Can you give info how could it look like?

The AI-driven life simulation game sounds interesting and I would like to see my memories in a game.

[u/GalliumStudios] [32 pts] [Nov 12, 2024]
We never really had a direct plan for Spore 2. Spore 1 was a pain in the ass enough to get out the door.

I could imagine a lot of ways you could take Spore 2, but right off the bat, in retrospect, I'd probably separate Spore into three separate games: an evolution game, a civilization game, and a space game. Each one could stand alone yet still be interconnected. So, maybe I'd start with just the evolution game, and that's it, without connecting it to the civilization game afterward. I think that would let each one be its own specific genre and expand the range of things you could do within that level.

For example, we really wanted to include underwater intelligence and then build out underwater civilizations that would eventually explore space and search for watery planets. But that was just too much to handle all at once - too many things to deal with, from interface to assets to programming. We were already biting off more than we probably should have in one game.

[u/[deleted]] [32 pts] [Nov 4, 2024]
Not a question, just want to say I grew up with your games Will and have had endless hours of entertainment thanks to you and the teams behind them.

Except spore.. seeing the alpha footage and then playing the watered down version we got was incredibly disappointing..

However Sim City 4 and The Sims 2 (sometimes 3) have a permanent place on my desktop.

[u/GalliumStudios] [27 pts] [Nov 12, 2024]
Thanks - glad you enjoyed some of the games. I found it interesting that some people, usually on the younger side, really enjoyed Spore, while others, I think, felt I overhyped it, and compared to that overhyping, they were disappointed. With the scope we were dealing with (which is my fault), we definitely bit off more than we could chew.

It's interesting with these franchises, where you have The Sims 2, The Sims 3, The Sims 4. There are usually high spots in any franchise. For me, I really loved SimCity 2000 and SimCity 4 - those felt like bright spots in the SimCity franchise. The Sims 2 was great and definitely pushed way beyond The Sims 1. But after that, people start asking, "Which direction do we go from here?"

You see this with movies too. It’s always interesting to me when a sequel actually turns out to be as good as, or even better than, the original - like Aliens and Alien. Sometimes it just takes someone with a different approach coming in and grabbing the reins, pulling things in a slightly different direction.

[u/BaronWombat] [4 pts] [Nov 12, 2024]
Seeing you liked Sim City 4 put a smile on my face. Wish I could have worked closer with you back then. Good luck on your new project, it’s a novel idea.

[u/BaronWombat] [10 pts] [Nov 5, 2024]
Glad to see you still enjoying Sim City 4. I did a number of small jobs on that one. Kids running in and out of school, prison breaks, protest marches... little touches like that. Plus a lot of other things under the hood. Will Wright created a coding approach at Maxis of modular features. That allowed me to leverage the systems to create all kinds of ’extra’ features. That project was a joy to work on, so am really happy to you still enjoying it.

[u/ActualMostUnionGuy] [5 pts] [Nov 5, 2024]
The level of detail in SimCity 4 truly blows my mind to this day, really makes it clear that graphics mean nothing without a good creative team!

[u/BaronWombat] [3 pts] [Nov 6, 2024]
Agree. Graphics are nice, gameplay is what makes game different and special. It should not be just a movie rendered in real time.

[u/nderperforminMessiah] [33 pts] [Nov 4, 2024]
Did you expect people to enjoy torturing/killing the sims characters and how do you look back on that? Do you think it helped people get it out of their system?

[u/GalliumStudios] [55 pts] [Nov 12, 2024]
That’s kind of interesting because, when I did the very first version of SimCity, we didn’t have any disasters. We just had a bulldozer - if you made a mistake, you could bulldoze a road or a building, or maybe you were doing that because you were redesigning the downtown. But people would play early versions of SimCity until they discovered the bulldozer, and then they’d go crazy with it, attacking the city with the bulldozer. Power lines would go down, people would complain, fires would start - they just caused chaos. And then I realized that, for them, it was like going up to an anthill and poking it with a stick. But after they got it out of their system, they’d go back and rebuild the city. They’d realize how easy it was to destroy, but how challenging it was to rebuild, and they’d start to understand the fragility of the system, which helped them appreciate the creative side of the game.

When I was going around with The Sims and showing it - sometimes giving talks in classrooms to groups of kids - one of the most common questions I got was, "Can Sims die?" I could tell by the way they were asking that it wasn’t so much that they wanted to kill the Sims, but they wanted to understand the boundaries of the system. They wanted to know if this was a game where they had to keep their Sim alive. That question turned into a funny aspect of The Sims, with players trying to discover all the ways their Sims could die. One of the favorites was removing all the ladders from the pool, so eventually the Sim would get

exhausted and drown. People really found that hilarious.

But yeah, I think it’s easy to give people the tools to get that out of their system - they do it, they laugh, and that’s that. I don’t think it’s about wanting a torture simulator. It’s more like a Monty Python comedic aspect to the way these games work. Now, Peter Molyneux’s games, on the other hand, specialize in torturing little familiar people.

[u/nderperforminMessiah] [16 pts] [Nov 12, 2024]
It was probably not the most original question, but I’m really happy to get this answer, and to have it include a dig aimed at Molyneux is hilarious.
Kids worrying about their Sims dying is very sweet and not something i’d’ve expected.

[u/Simtasticgallery] [29 pts] [Nov 4, 2024]
Favorite memory: Whenever my brother and his friend introduced me to The Sims 1 back in 2001. I have never stopped playing it! So, thank you!

My questions about Proxi

1. How do you think Proxi can expand on the simulation experiences you offered in The Sims or SimCity? What unique elements of Proxi will make it appealing to players who enjoy these other titles?

2. For those who enjoyed creating stories and worlds in The Sims, how will Proxi allow them to explore and personalize their experiences in a different or deeper way?

3. In Proxi, you mentioned that players can connect with their memories. What kind of impact do you hope this mechanic will have on players compared to the life and relationship dynamics we saw in The Sims?

4. The Sims community has always been very creative and collaborative. Do you plan to include features in Proxi that encourage shared creativity or user-generated content?

5. Some Sims players enjoy the ability to create unique characters and homes. How will Proxi allow players to customize their experiences or even share their worlds with others?

6. Proxi seems to have a more introspective approach by connecting players with their memories. How do you think this approach will appeal to players who are used to the more social and building-focused simulations in your previous games?

7. What kind of challenges did you encounter when developing a game like Proxi that uses AI to simulate emotional connections through memories? How do you ensure it’s an experience that emotionally resonates with players?

8. Do you have plans to implement expansion elements or content updates, similar to The Sims, to keep Proxi fresh and evolving?

Have a great day!

[u/GalliumStudios] [16 pts] [Nov 12, 2024]
(1) One thing I’ve found throughout my career is that the more a game is about the player, the more interested the player becomes in that game. In many cases, this comes down to how much creativity the player can exhibit within the game’s solution space. Other aspects involve the potential for social sharing or storytelling that the game can lead to. That’s what initially inspired us to start developing Proxi.

(2) What we’ve noticed is that players tend to fall into different categories based on what motivates them. There’s a concept in gaming called Bartle’s Types, which includes achievers, collectors, and so on. For the types of simulation games I’ve worked on, we typically see two main types of players: storytellers and creators. Creators are the ones who enjoy building things - like a house in The Sims or optimizing a transportation network in SimCity. Storytellers, on the other hand, like to create something and then share it, telling a story with it.

Proxi is designed to serve these two player types the most. We want to make it fun and easy for players to share stories from their lives, their memories. At the same time, we want the experience to provide feedback so players gain a sense of how their memories are interconnected and how concepts within those memories are associated. For instance, what kind of emotions do you associate with a particular person? What activities were tied to a certain place? What things are linked with a specific feeling?

In that sense, Proxi is meant to be a two-way street, unlike The Sims, SimCity, or some of the other games.

(3) In working on Proxi prototypes, I found that after adding a few dozen memories, I started noticing insights - Proxi was revealing conceptual associations I hadn’t been consciously aware of. For example, it highlighted connections, like associating a certain time period with a person or linking an emotion to a place. These connections made sense in hindsight, but I had never been consciously aware of them.

Proxi noticed these patterns right away, based on similar concepts occurring in different memories - memories that might have happened in entirely different places, times, or with different people, yet still shared underlying connections. I found it fascinating because it felt like I was gaining a glimpse into my subconscious or my id, all from playing a game. This isn't something we want to push on players, but I believe most people will start to discover these connections pretty quickly after playing Proxi.

(4) We already have a small community of artists creating user-generated content for Proxi. Our plan is to introduce shared worlds in Proxi where players can build collaboratively. These shared worlds might center around a particular theme or connection you have with others. For example, there could be a shared world dedicated to a concept like "your grandmother." Anyone who knew her could contribute memories about her, creating a shared space filled with all the memories of her.

This world might include family, friends, or others connected to her, forming a kind of memory-based world. Within this space, we could build interactive experiences, but it also serves as a place where I could hear stories about her I may not have known - perhaps stories added by my sister or mother. So, we plan for Proxi to support a lot of shared creativity and user-generated content.

(5) In Proxi, we have the concept of a "home world" - a private space unique to each player. Your home world will always remain private, allowing you complete control over your memories. You'll have the option to take certain memories out of your home world and place them into shared worlds, but only if you choose to. This setup means you can keep sad or traumatic memories, or anything else you prefer to keep private, solely within your home world. Proxi can still use these memories to create a more authentic portrait of your psyche.

The shared worlds, on the other hand, are collective spaces that can be centered around any of your memory concepts. For example, we could have a shared world for people who went to my high school, knew my grandmother, or enjoy windsurfing in Tahiti. These worlds could be as specific or as broad as you'd like.

(6) We want Proxi to feel like a very approachable, fun game. We don't want it to come across as a self-help course or anything like that. But I found that when playing with the prototypes, at some point you can't help but get a more introspective view of yourself - it makes you stop and think. That's not something Proxi hits you over the head with from the start.

We actually want it to seem very familiar in terms of world-building, resource allocation, and social sharing. But I think the really in-depth part will be in the shared memories between groups of people and in your private memories, where Proxi builds up a portrait of your subconscious.

(7) We’re using AI a lot in Proxi. We’re not really using it to simulate emotions - we’re using it to map connections between your memories. For instance, you might mention your pets in different memories; maybe "Kitty" here and "Rover" there. The AI, behind the scenes, needs to understand that Kitty and Rover are both pets, which is an invisible connection they share. The same goes for anything in Proxi - I might refer to my mother as "Mom," "my mother," or "Beverly" in different memories, but the AI needs to recognize that these all refer to the same person.

One way we’re using AI is by having players tell stories to Proxi through their memories, like you’d tell a friend over lunch. Proxi needs to be able to deconstruct those stories, figure out the important concepts, and even rewrite them. We want to introduce the idea of "style sheets" for stories, so Proxi could recast your story as something like a film trailer, a romantic comedy, or any style you choose. This will add to the sharing aspect - if I want to make a really funny set of memories, I could share them as film trailers.

These are just a few of the ways we’re using AI in Proxi, but there are many others.

(8) We plan to expand Proxi after the main game is complete, allowing the Proxi you create - essentially a version of yourself shaped by your memories - to explore a variety of unique settings. Inspired by science fiction ideas about memory and identity, Proxi emphasizes how the memories you carry influence your actions, preferences, and connections. In different environments, your Proxi will leverage its memories and associations, excelling in some areas, struggling in others, and encountering familiar and unfamiliar faces. Over time, our goal is to build a "Disneyland" of diverse experiences, with expansions adding fresh, immersive worlds for your Proxi to explore.

[u/GalliumStudios] [7 pts] [Nov 12, 2024]
(1) One thing I’ve found throughout my career is that the more a game is about the player, the more interested the player becomes in that game. In many cases, this comes down to how much creativity the player can exhibit within the game’s solution space. Other aspects involve the potential for social sharing or storytelling that the game can lead to. That’s what initially inspired us to start developing Proxi.

[u/GalliumStudios] [6 pts] [Nov 12, 2024]
(2) What we’ve noticed is that players tend to fall into different categories based on what motivates them. There’s a concept in gaming called Bartle’s Types, which includes achievers, collectors, and so on. For the types of simulation games I’ve worked on, we typically see two main types of players: storytellers and creators. Creators are the ones who enjoy building things - like a house in The Sims or optimizing a transportation network in SimCity. Storytellers, on the other hand, like to create something and then share it, telling a story with it.

Proxi is designed to serve these two player types the most. We want to make it fun and easy for players to share stories from their lives, their memories. At the same time, we want the experience to provide feedback so players gain a sense of how their memories are interconnected and how concepts within those memories are associated. For instance, what kind of emotions do you associate with a particular person? What activities were tied to a

certain place? What things are linked with a specific feeling?

In that sense, Proxi is meant to be a two-way street, unlike The Sims, SimCity, or some of the other games.

[u/GalliumStudios] [5 pts] [Nov 12, 2024]
(3) In working on Proxi prototypes, I found that after adding a few dozen memories, I started noticing insights - Proxi was revealing conceptual associations I hadn't been consciously aware of. For example, it highlighted connections, like associating a certain time period with a person or linking an emotion to a place. These connections made sense in hindsight, but I had never been consciously aware of them.

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These are just a few of the ways we’re using AI in Proxi, but there are many others.

[u/Simtasticgallery] [4 pts] [Nov 12, 2024]
Thank you so much for going above and beyond in reply to every single question I had! It meant a lot! And I believe this thread could also help others to understand more about the game itself.

[u/GalliumStudios] [4 pts] [Nov 12, 2024]
You’re welcome, thank you for your curiosity!

[u/GalliumStudios] [3 pts] [Nov 12, 2024]
(5) In Proxi, we have the concept of a "home world" - a private space unique to each player. Your home world will always remain private, allowing you complete control over your memories. You’ll have the option to take certain memories out of your home world and place them into shared worlds, but only if you choose to. This setup means you can keep sad or traumatic memories, or anything else you prefer to keep private, solely within your home world. Proxi can still use these memories to create a more authentic portrait of your psyche.

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[u/SidewaysGiraffe] [7 pts] [Nov 4, 2024]
Or if you MUST copy what you see there, how about giving us a Spore that had more depth than Putt-putt and Fatty Bear go to the Moon?

[u/DudeLoveBaby] [16 pts] [Nov 12, 2024]
There’s a certain sheen of optimistic, upper-middle-class Americana in the early Sims titles that feels very personal, if only implied. What kind of media did you consume the most/influenced you the most while creating the Sims series?

[u/GalliumStudios] [42 pts] [Nov 12, 2024]
Well, a lot of that came down to the music. We had this kind of lounge, Bossa Nova style, especially during the shopping scenes. We wanted it to feel like this overly romanticized 1950s consumer environment. Right from the start, I wanted The Sims to have an underlying message that, if you played it enough, would come through - a message about consumerism taken to excess.

We had a great writer who crafted the catalog entries; when you were buying a chair, for example, there were 30 different chairs, and he’d have to write 30 different copies of why each one was the best - just like an advertiser would. If you play The Sims enough, you might notice that everything you buy for your Sims is supposed to make them happier or help them in some way. "This will keep your food fresh longer." "This chair is more comfortable." "That television will entertain you more." But as you acquire all this stuff, each item can break or go bad in different ways, and soon, each one becomes a kind of time bomb. Before you know it, you’re a slave to all the stuff you bought to make life easier.

That was the underlying message I wanted to convey, and it felt like the right environmental framing for the game.

[u/spyrocrash99] [7 pts] [Nov 12, 2024]
I absolutely loved reading those catalog entries when you hover over the item! It made buying much more immersive and really brought the world to life, It’s one of my fondest features of The Sims. I just wish they still care about little details like this,

[u/DudeLoveBaby] [2 pts] [Nov 12, 2024]
Thank you SO much for the response, Will!! I deleted a lot of excited gushing so that will have to do LOL

I adore informercials, advertising, and studying consumerism as art--and The Sims is a fantastic example of the very slim genre. I think about it like a kind of inverse-Monopoly; Monopoly is a pretty scathing critique of capitalism and economics-above-all on a grander scale, and The Sims is a kind of warm (romanticized, like you said) embrace of consumerist culture in a little micro-world where it’s all okay and you can enjoy yourself and lose yourself in its intimacy, while still having the underlying anti-consumerist message. At least that’s how I always interpreted it. I was always kind of touched with how its origins were from your house being burned down (at least per Wikipedia).

In our household whenever we’re redecorating or thinking about the space the phrase "I wish I could just, do like I’m playing The Sims and (stretch this wall a little further back/dig

this down a little bit/move this over here and put a different counter there/ect)..." is always in the conversation.

Thank you for all the memories. I’m sure you hear it a lot but I really mean it.

[u/Birb-Brain-Syn] [30 pts] [Nov 4, 2024]
Man, I miss DarkSpore. That game was so unique.

[u/SoonBlossom] [16 pts] [Nov 4, 2024]
Wtf how did I never know this game existed ??

Back then I was fcking obsessed with Spore and sometimes I was spending entire evenings as a kid looking for games similar to Spore, how the hell did I miss this ??

Thank you for the discovery I guess haha I’ll try to test the game, looks fun

[u/iceman78772] [9 pts] [Nov 5, 2024]
The game’s servers shut down years ago and there’s no server emulator, unfortunately. Lazy Game Reviews and Ross’s Game Dungeon have videos covering what it was like, at the very least.

[u/GalliumStudios] [10 pts] [Nov 12, 2024]
Oh, you should talk to that other person and tell them why you liked it. They were disappointed in Spore.

(Note from Community Manager: he is referring to another comment on this thread)

[u/Birb-Brain-Syn] [4 pts] [Nov 5, 2024]
It’s super dead, I’m afraid. Live service with no server. No idea if it’s still playable at all.

[u/kittym0o] [6 pts] [Nov 5, 2024]
EA took my digital copy from my library when everything shut down. Still mad about it.

[u/aaBabyDuck] [14 pts] [Nov 4, 2024]
Hey there! I’ve really enjoyed a lot of your games, but my favorite has to be Spore. I played it growing up, and I really liked designing creatures and developing planets. It has its flaws, but I found the concept to just be so interesting, and I really liked how it felt like 5 different styles of games that you played in sequence, with your play style contributing to new abilities later.

While it is my favorite, it feels in places like parts of the game weren’t developed to meet the vision planned for it. What would you have done differently?

Have you ever considered making another game like Spore?

[u/GalliumStudios] [17 pts] [Nov 12, 2024]
Well, I’m glad you liked it. And you’re right - there were a lot of things we left on the

table, as we had to pare back the design to something realizable. One of the main things, which I've mentioned a few times already, was that we originally planned to have underwater civilizations. So you could evolve a fish to intelligence, keep it underwater, and start building cities underwater. Eventually, they'd go to space and search for water planets. That's one aspect where, in one of Spore's levels - specifically the civilization level - it could have been so much more intricate than it ended up being. I feel like the Tribe and Civilization phases were where we left the most ideas on the table. The Creature and Space phases, though, were nicely finished and really met their potential.

People were always asking me after SimCity, "Are you going to make another SimCity?" Which I actually did - I worked on SimCity 2000 with another programmer. But I really enjoy doing something new. So if EA or whoever wants to make SimCity 7 or The Sims 10, more power to them. I'd rather go off and do something I haven't done before.

[u/Zender_de_Verzender] [17 pts] [Nov 4, 2024]
What gave you the idea to start working on a game based on memories?

[u/GalliumStudios] [20 pts] [Nov 12, 2024]
Before Proxi, I've always been interested in psychology. Memories are one of the most obvious, accessible parts of our psychology. I learned a lot in researching memory - some of it was disconcerting, like realizing that our memories aren't really stable and change each time we recall them. I could go into more detail on that, but at the same time, the memories we wake up with each day shape who we are, how we behave, how we treat other people, and how we feel about people, places, and things.

In my gaming career, I found that the more a game centered around the player, the more motivated they were. In SimCity, people would create their own unique city - no two players built the exact same one. In The Sims, players did something similar with their little characters, giving them personalities and telling stories. So, I started wanting to dig deeper into player psychology, and memories seemed like a very accessible way to approach it.

In Proxi, entering memories is just the starting point. Those memories become the Lego blocks you use to build the rest of the game - the rest of the world around you.

[u/nippletang] [15 pts] [Nov 4, 2024]
Will, I idolized you growing up. When I was 8 I begged my mother for a copy of The Sims. She surprised me one Tuesday night and I spent the next 16 hours playing it. Mom was livid but it was so worth it. After finding out that you made other games, I made it my quest to find and play them. I was just as addicted to SimCity. Thank you for your contributions to gaming!

[u/GalliumStudios] [21 pts] [Nov 12, 2024]
Well, thank you - but you don't want to idolize me. I hear people all the time saying they grew up with my games, wasted 100 hours of their time, became a civil engineer because of SimCity, or even dropped out of college because of SimCity. It's interesting to imagine the impact something like that has over time and across generations. It's humbling, but the fans are obviously a huge part of the success of any of these titles.

[u/long-live-apollo] [15 pts] [Nov 4, 2024]
Will, I have to credit you with my obsession with management games, and probably more broadly my career choices. Thanks for making cool as shit games.

My question to you is this: What game's development period offered the most significant technical challenges?

[u/GalliumStudios] [23 pts] [Nov 12, 2024]
Well, if you're talking about the game period, that would have to be the very, very early games, where we were counting every byte of memory. For my very first game on the Commodore 64, I was using every single free byte of RAM. I don't want to get too technical here, but basically, you have subroutines, and there's an RTS command that says "return from subroutine," which pops the stack and so on. But you can also use a jump command if you're going to pop the stack twice. Without getting into messy details, you can write code where these end with a jump instead of RTS, which costs 2 bytes instead of 3, so you get 1 byte of memory back. At the end of my first game, I was combing through the code, replacing those just to get a few extra bytes for something I needed.

Now, if you're asking about the game with the most technical challenges, that would be Spore, by far - especially the animation system we had to build. We had to make it so whatever creature you designed would move and behave appropriately. Instead of having an animator come in to adjust a model (which we couldn't even define since the player designed it), we had to program an algorithm to do what an animator would normally do.

[u/long-live-apollo] [2 pts] [Nov 13, 2024]
Thanks for your answer, I really appreciate you taking the time to write such a detailed reply! I have to say I think there's something missing in modern dev, the genius you could squeeze out of a few bytes back in the day was incredible (Steve Woz with breakout is another great example of this for others reading this), and I think that the industry could still stand learn another thing or two from guys like you!

Also: man, Spore! I will admit a lot of the game didn't land for me in the way I hoped it would, but that creature creator is still the best create-a that I've ever played with. You do realise if you modernised the scope of spore and made it a little deeper, along with that creature creator it would sell like a billion copies?!

[u/firmfirm] [11 pts] [Nov 4, 2024]
Who and how did you come up with the sims language!?

[u/funAmbassador] [9 pts] [Nov 5, 2024]
If I remember right, the voice actors just flip magazines upside down and kinda read what they saw.

[u/[deleted]] [14 pts] [Nov 4, 2024]
How much, if at all, are you still involved in the Sims franchise? And what do you think about the direction they are going?

[u/GalliumStudios] [24 pts] [Nov 12, 2024]
Pretty much not at all - to the degree that I'm not even sure what direction they're going. But I'm glad they're continuing it as a franchise; I think that's great. For me, after a certain number of years working on any title, I get totally sick of it. I never want to play or touch SimCity again in my life. I reached the same point with The Sims after working on it on and off for about 10 years.

I just kind of hit a saturation point with these franchises, so I don't really spend any time keeping up with them.

[u/tmoney144] [5 pts] [Nov 13, 2024]
Based on your other response, that means you still have about 9 years of working on a SimAnt sequel before you get sick of it. I'll take that!

[u/ckenni] [12 pts] [Nov 4, 2024]
The games you mentioned formed my childhood. How would your new game compare to these?

[u/GalliumStudios] [18 pts] [Nov 12, 2024]
Well, you won't be a child when you play them. So, you know, I typically try to build games that I would want to play. And, you know, a lot of it has to do with our relative generations. It depends on where you were, what kind of person you were, what age you were, and what kind of platform you were playing on.

I remember some of the very earliest games I played - if I played them now, they'd be nostalgic, but they'd pretty much suck compared to more contemporary stuff. So, it's impossible for me to say how any new game I make is going to compare to the ones from your childhood.

[u/[deleted]] [13 pts] [Nov 4, 2024]
Thank you Mr. Wright. Me and my family all played sims games while I was growing up. I remember when my parents bought the Making Magic expansion as a Christmas present, They put the shopping bags in the back seat with me and I dug through them to find it. It felt like years waiting for Dec. 25th, I wanted to play it so bad. My school had a project where we had to design our dream homes and I used The Sims 2 to create it. I printed out pictures of multiple angles of it and glued them to a foam board along with hand drawn blueprints. My brother downloaded the early leak of The Sims 3 (sorry xD) and I spent so much time on his PC he had to ban me from his room. We both went on to buy it separately along with most of the DLC's. I let my sister use my PC to play it while I was at work.
Thank you, I look forward to trying out Proxi when it comes out.

[u/GalliumStudios] [18 pts] [Nov 12, 2024]
When I was working on The Sims, one of the first things I really dug into was the home design part of it, which is still one of my favorite parts of The Sims. I would actually do exactly what you did - I'd build little houses out of foam core, gluing them together, just to get a sense of the scale and resolution I wanted when building something. We ended up with roughly a 1-yard resolution in terms of how big a chair is and how accurately I could place these items. This influenced a lot of the programming in The Sims, especially how they behaved and moved.

For almost every game I’ve made, I found that I wanted to start by building something tangible - something made of atoms instead of bits. In some ways, each game reflected a childhood activity: The Sims with dollhouses, SimCity like a train set coming to life. Even with SimAnt, I was actually building large models of ants to help me understand the subject matter in a different way.

[u/[deleted]] [12 pts] [Nov 5, 2024]
Will splines be reticulated in Proxi?

[u/GalliumStudios] [16 pts] [Nov 12, 2024]
Well, somebody has to reticulate them, otherwise it’s just not gonna work, you know.

[u/_illionaire] [11 pts] [Nov 4, 2024]
Hi Will. How does one reticulate a spline?

[u/GalliumStudios] [18 pts] [Nov 12, 2024]
Well, before you reticulate a spline, you first have to get the moisture content exactly right to avoid splitting the spline during reticulation. Then, you need to calculate the forces at the apex of each reticulation and build an exterior structure to contain those forces against the vector of reticulation. The temperature and humidity of the environment also have a huge impact on your success with reticulation. This is something I could probably write a book about, but it’s not something I can answer succinctly here.

[u/coodsy] [10 pts] [Nov 4, 2024]
I can spell rosebud because of you as a very small child.

[u/[deleted]] [10 pts] [Nov 4, 2024]
nail follow jeans oatmeal bike cautious distinct wise mighty cake

[u/[deleted]] [21 pts] [Nov 4, 2024]
Hi Will Wright,

is there a Simcity 4 Definitive Edition or modernization in the works? It would be incredible!

[u/GalliumStudios] [20 pts] [Nov 12, 2024]
People are always asking me, "Is there going to be another Spore, or what’s the next version of SimCity? What’s The Sims 14 going to have in it?" The real answer is, I don’t know. I don’t work at EA anymore, and most of the people I knew who worked at EA don’t work there anymore. So it’s as much a black box to me as it is to any of you.

[u/cochese25] [16 pts] [Nov 5, 2024]
He hasn’t worked at EA in a decade at least, I doubt he’d have any insight on this, unfortunately

[u/valdus] [4 pts] [Nov 12, 2024]
Will never happen, but if you can take the time to figure everything out, the SC4 modding

community has been making huge strides recently.

[u/FlyinDanskMen] [7 pts] [Nov 5, 2024]
This account has 1 post and replied to 0 comments to anything on this post. This is not how you run an AMA. Go check out Arnold Schwarzenegger's profile and replies. I appreciate the effort... we are just missing something (engagement).

[u/GalliumStudios] [29 pts] [Nov 8, 2024]
Hey - the AMA is not happening until November 12th! This is a scheduled AMA. We hope you join us then!

[u/AssBoon92] [3 pts] [Nov 12, 2024]
Why isn't there any mention of that in the post?

[u/GalliumStudios] [13 pts] [Nov 12, 2024]
There is - apparently the old version of reddit doesn't show scheduled AMAs we've been told by the mods. (A somewhat new reddit feature)

It should show "**Coming Up**Nov 12, 2024, 1:00 PM" at the bottom.

[u/johnhk4] [5 pts] [Nov 13, 2024]
Well I can't read. Can you fix that too?

[u/Ornery_Translator285] [13 pts] [Nov 4, 2024]
Instead of a question I want to thank you! I love and still play Sims 2 and SimCity 4. Such great games and hundreds of hours!

My husband recently found SimCity for our SNES and was thrilled! He said it was a great memory from when he was young.

[u/GalliumStudios] [35 pts] [Nov 12, 2024]
Yeah, that was a fun project. Shigeru Miyamoto and Nintendo played SimCity when it first came out, and he decided it was the game he always wanted to have on Nintendo. So, that was one of the few games they licensed directly from Maxis. As a result, I went and spent a couple of weeks in Japan, hanging out with him in Kyoto. It was one of the best trips of my life - the Nintendo people were so gracious and treated us like royalty. Every night, Miyamoto would take us out and teach us how to play pachinko or some other unique Japanese game. So, SimCity for Nintendo is a great memory for me as well, in a very different way.

[u/FellaVentura] [12 pts] [Nov 4, 2024]
Thank you for all your work. It brought me and my family a lot of joy.

Fuck EA.

[u/_TheCunctator_] [6 pts] [Nov 4, 2024]

How did you originally come up with the idea for the sims? Did you expect people to enjoy it as much as they did, when you first started the project?

[u/Atalkinghamsandwich] [6 pts] [Nov 4, 2024]
The sound design is amazing on the sims. How do you go about that?

[u/GalliumStudios] [15 pts] [Nov 12, 2024]
Credit on the sound design in The Sims goes to Kent Jolly. He also worked on Spore - he's just a master at every aspect of sound design. There were several others on his team, including Robi Kauker. I have a deep appreciation for sound design and have been very lucky to work with great sound designers, including Torley on Proxi.

Sound design is one of those things I appreciate deeply, but I don't have a huge skill set in that area myself. One thing that's always amazed me is how you can see beautiful graphics and animations in a world, but without good sound design, it feels like less than half of what it could be. Sound design is such a force multiplier on any kind of human experience.

[u/Pinstar] [6 pts] [Nov 12, 2024]
Talk to me about Sid Meier's SimGolf. What led to this one time collaboration between Maxis and Firaxis? What did each side bring to the table in terms of the games design?

[u/GalliumStudios] [13 pts] [Nov 12, 2024]
Wow, that was so long ago. I think we were exploring ways to leverage our distribution system or department with Firaxis. We were exploring a lot of things, you know, with Sid and Peter Molyneux. At one point, we almost merged Peter Molyneux's studio, Bullfrog, with Maxis.

There was a lot happening then; the industry was evolving rapidly and consolidating. We were basically a mid-sized fish in a large pond, and the big fish were growing. Most of the small fish had already been eaten, and now the big fish were figuring out which mid-sized fish to eat next.

That's the best way I can put it. Mid-sized companies like Firaxis and Maxis were looking at ways to consolidate and become a bigger fish.

[u/Maniraptora_on_E] [6 pts] [Nov 12, 2024]
To me, Spore was an outlet for my interest in Biology at an early age having discovered it on YouTube around 2015. It really felt like the game had the concept of player controlled "evolution" down, only struggling with the quality of gameplay outside the infamous creature creator, especially the tribal and space stages in my opinion. How did you come up with the concept of a sim that is built around memories?

[u/GalliumStudios] [14 pts] [Nov 12, 2024]
OK, let me start with the Spore part of that. To this day, I think biology is probably one of my most favorite subjects. In a lot of ways, not least because it led to Spore, but also because it's the most complex information-processing system we've ever encountered. The fact that we were able to evolve from simple microbes all the way up to humans is

astounding.

In Spore, I actually felt a bit guilty for not portraying evolution correctly. In Spore, it's closer to what's called Lamarckian evolution - where evolution is directed, with creatures evolving towards some goal. In reality, evolution is just a process of organisms adapting to survive and reproduce at any given point, not necessarily working toward any end goal. Still, the idea of a game about evolution, which Spore isn't exactly, felt compelling - even though you do evolve your creatures, it's not through true evolutionary processes.

As for Proxi, the idea of a sim game built around memories feels much more coherent because memories really do make us who we are. We are our memories, combined with the physical body that those memories are embedded in. I wanted to build a game that was about the player, and a big part of that is allowing the player to put themselves into the game through their memories. I've always found that to be a fascinating direction for games.

There's a kind of rule of thumb I came up with a long time ago: no game designer ever went wrong by overestimating the narcissism of their players. And I've found that to be more and more true over time.

[u/[deleted]] [5 pts] [Nov 4, 2024]
Any chance of returning to the Spore franchise? It seems like it still has a lot of potential as a concept.

[u/hasan1239] [6 pts] [Nov 4, 2024]
Hi Will Wright! Spore is my favourite out of the lot. I've had many fond memories choosing different combination to see how they would fare in the world.

I've played all the games you've listed except for Proxi. Since I've enjoyed the listed games, I instantly thought let me see what Proxi is and if I can get my hands on it but then read further that you're still working on Proxi!

My question is, with the way gaming has evolved since Spore was released, do you think there would be scope for a sequel? If so, what would you add to it?

[u/SummerDiamandis] [5 pts] [Nov 4, 2024]
Thank you so much for all the amazing games you have created over the years <3

What is your opinion on the current state of The Sims franchise ? Is there anything you would have done differently if you were still involved ?

[u/ImaginationDoctor] [5 pts] [Nov 4, 2024]
Hello, Will. Can you comment on the direction the Sims series has taken? Many of our hearts are broken to see your beloved series go down the tubes with Sims 4. It has some good about it but largely is considered inferior to previous installments by players of earlier iterations. How do we save the series?

[u/rebeljean] [5 pts] [Nov 5, 2024]

Any chance of an official rerelease of the first Sims game or a remaster? I'll never forget all the scare jumps I got from the burglar music and the eerie phone calls.

[u/Awan2407] [5 pts] [Nov 6, 2024]
Hi Will! I have always admire your previous works.
The Sims 2 is one of my most favorite games out there, I always remember getting every expansion pack physically in a game store with my sister and come back and spend hours with the game, I even made some documentations as my school assignments! It's my go-to game when I was young.

I would like to ask since I wanna dive into game development to create my own game, **what are some tips can you provide for a newbie?** **How did you start your game design journey? What are the things that should be avoided when in comes to Game Development?**

Since now you're a part of an indie company, **what kind of challenges do you have to face now compared to years ago when you work at Maxis?**

Proxi sounds like an interesting project and I would love to learn more about it! **Is it gonna be similar like the Sims but with AI? What kind of AI are we talking about here? Is it gonna be mobile exclusive?**

I would love to hear from you when the AMA starts!!
Thank you for the games you have created and for the memories, and I wish you well with your current journey!

[u/GalliumStudios] [7 pts] [Nov 12, 2024]
Back when I started, the only people making games were those who knew how to program. So even if you're not a hardcore programmer, I think it's essential to understand at least the basics of programming. This gives you insight into what's easy, what's hard, and what's impossible.

One of the most useful things I found as I grew into a designer was looking at fields outside of game design. Many game designers think only in terms of game genres, game mechanics, or games they like, but they never consider other fields like architecture, landscape design, psychology, or experimental design. There are so many areas to draw from, including movies and media, so I'd say - broaden your perspective and learn about design from as many areas as you can.

The challenges I faced three years ago at Maxis compared to an indie company are very different. In an indie company, you have to find financial support to get your idea to market. In a large company, you have established income and can be one bet out of many the company is placing in the market. So, you don't have all your eggs in one basket with a large company, but in a small indie company, you very much do. You'd better be confident in that basket.

Proxi will have some similarities to The Sims, but it's a very different game. Proxi is more of an investigation into your life - the important things in your life, like people, places, activities, and how those things connect. The Sims is more about a familiar

environment: you’re not flying a jet or battling pirates; you’re deciding where to place the refrigerator or which neighbors to befriend.

So, I’d say The Sims is a game about a typical Western environment, while Proxi is directly about you, your life, and your experiences.

[u/Kiwilolo] [4 pts] [Nov 12, 2024]
Thanks for wonderful childhood memories, Will. I’ve recently been playing Spore with my young child and it’s wonderful to see what her little brain comes up with in creations.

Proxi looks very interesting. Can you tell me how players’ privacy will be protected when they are spilling all their memories on to an online platform?

[u/GalliumStudios] [7 pts] [Nov 12, 2024]
One aspect of Proxi that we’ve always been firm on is that we want your private world, where you’re storing your memories, to remain completely private. Nothing is shared from there unless you explicitly select it and bring it into a shared world - at which point, you know exactly what you’re sharing and who you’re sharing it with.

I want people to feel comfortable adding memories they may not want to share. They might be traumatic, sad, or even something as wild as "doing money laundering for the cartel." Allowing players to put in memories without the worry of public visibility will make the game much more powerful. This way, we can build a much more authentic version of your psyche, based on real experiences rather than self-edited ones.

[u/pointlogin] [5 pts] [Nov 12, 2024]
Hello Mr. Wright and Gallium team. I have some questinons about upcoming new game Proxi.
1. I watched a trailer and in the end of trailer there was said that you can export your proxi into another worlds. How exacly it will work? Like the community will receive a special toolset or access to api, or developers of games should think first about that implecations?
2. Do you think that Proxi will be a revolution for AI in games for NPC’s? If yes, how?
3. How ready do you think the game is?

Thanks for reading and Goodluck in development

[u/GalliumStudios] [9 pts] [Nov 12, 2024]
1. We do want our Proxies to be exportable into other gaming experiences, though we’re still figuring out exactly how that will work. One of the main things you’d be exporting would be your memories, experiences, and associations - things like people you know, people you like, activities you’re good or bad at, places you’ve been, and so on.

2. I don’t see Proxi as a revolution for AI. We’re actually using a lot of AI, including large language models, to understand patterns in your memories and gain insight into the player based on the memories they put in. I think these Proxies enter the game with a life - they’ve led your life, and that’s the main thing we bring to the table here.

3. The game is still in development and has quite a ways to go, but I think we have a

pretty clear path we want to follow to get it out the door.

[u/electric_visa] [5 pts] [Nov 12, 2024]
SimCity 2000 was the first game I bought with my own money and it has influenced me in many, many ways. I'm a member of my city's public transport advisory board, actively follow urban development and have chosen to live in a conserved urban residential zone from the 70s.

One of my favorite memories of SC2k is playing it on cold winter days. It always felt so cozy because of the bright & fun graphics and excellent soundtrack. My parents also thought it was educational so they never complained about me spending hours building imaginary cities.

But whose idea was it to include a custom Soundfont pack for the music in the Mac version of SC2k? Because it sounds way better than any PC implementation.

[u/GalliumStudios] [8 pts] [Nov 12, 2024]
Oh, I'm trying to remember who was doing our music back then. It may have been Jerry Martin?

[u/waspocracy] [5 pts] [Nov 12, 2024]
SimCity 2000 was my first gaming addiction, so thanks for that. Then The Sims and Spore.

I have a question about your Master Class: I really enjoyed listening to the topics, but it would've been awesome if you dived into the more technical aspects. Are there any plans to add more to your series?

Another question if you don't mind about Spore: how the hell did you create creature movements from a single png? This has circulated in my head forever.

[u/GalliumStudios] [14 pts] [Nov 12, 2024]
As far as the MasterClass, I doubt it. That's entirely up to them, but I don't think they usually do sequels or anything like that. And if it's about really technical aspects, I'm probably not the most qualified person to be giving the MasterClass anyway.

As for Spore, on the technical side, it was very much built around the idea of compressibility and compression. We were able to take any creature a person had designed and compress it to a very small number of bytes with parameters attached. It came down to just a few hundred bytes at most - smaller than a thumbnail icon on your desktop. We were also transporting a lot of these creatures over the net, so every time you flew to a new planet, we'd populate it with creatures other players had created.

Once you downloaded one of these tiny files, we could reconstruct the creature on your machine and hand it back to the animation system, which would then recreate all the animations for its behaviors. We didn't have to store those animations with the file itself - they were recalculated on the local platform.

[u/100and10] [5 pts] [Nov 12, 2024]

Hey Will!!
SIMCITY.EXE and SC2K.EXE pretty much changed my life and how I see the world. Shaped me as a kid growing up. Thank you, you absolute legend. and thanks for maybe seeing this comment haha

[u/GalliumStudios] [15 pts] [Nov 12, 2024]
I hope it changed your life for the better! And you're not writing to me from prison.

[u/GalliumStudios] [6 pts] [Nov 12, 2024]
Every now and then, you get a bug in the game that gives you an idea or sparks some creative thought. I've seen bugs that ended up being opportunities because they inspired a direction I never would have thought of otherwise.

[u/Moist_Camera_6202] [4 pts] [Nov 4, 2024]
How did you guys get the idea for spore, there really hasn't been anything like it before or after

[u/lordunholy] [3 pts] [Nov 4, 2024]
My first introduction to modern PC gaming was Sim City. My dad had a work buddy who owned a PC, and I can clearly remember seeing him blow up a building for the first time. That got me hooked.

What was a small personal touch in a game that you're really proud of, or maybe not so proud of? Thank you for a large portion of who I am today!

[u/GalliumStudios] [12 pts] [Nov 12, 2024]
I did. I was proud of the fact that the Loch Ness monster was actually considered a myth in SimCity 2000. Only a few people actually saw it and managed to get a screenshot, and even then, people didn't believe it. They thought the screenshot was doctored - and that's exactly what we wanted. We wanted it to be so rare and hard to see that most people thought those who claimed they saw it were making it up. I was trying to recreate that whole dynamic.

[u/WorldWiseWilk] [3 pts] [Nov 4, 2024]
Hi Will Wright, Wilkerson W. Whittle here, do you have a special affinity for W's? Thanks.

[u/GalliumStudios] [5 pts] [Nov 12, 2024]
I weally WEALLY like Ws!

[u/huggalump] [3 pts] [Nov 4, 2024]
How did the EA takeover affect the development of Spore?

[u/Veragoot] [3 pts] [Nov 5, 2024]
AHHH WILL WRIGHT IS TRYING TO STEAL MY MEMORIES

[u/GalliumStudios] [7 pts] [Nov 12, 2024]
Let me think... YES, I AM. AND YOU WOULD BE HORRIFIED TO SEE WHAT I PLAN TO DO WITH THEM.

[u/Woodyz1940] [2 pts] [Nov 12, 2024]
LOL

[u/LargelyInnocuous] [3 pts] [Nov 5, 2024]
Reticulated splines!

[u/[deleted]] [4 pts] [Nov 7, 2024]
Will you ever get tired of us finding new ways to brutally and horrifyingly murder our sims?

[u/GalliumStudios] [6 pts] [Nov 12, 2024]
If I'd known The Sims were so objectionable, I probably would have found a way to make them cuter. What if they were all like Care Bears, and they could fight back with particle beam weapons?

Yeah, I'm getting off track here. But I go more into the Care Bear thing here: https://www.youtube.com/watch?v=f7G6c097oWU

[u/Dr4g0nH34rt] [4 pts] [Nov 11, 2024]
Proxi's trailer reminded me of a question I always wanted to ask you - is your favourite the small detail, or the grand scale?

[u/GalliumStudios] [8 pts] [Nov 12, 2024]
I guess I'd be cheating to say both. I usually started at the grand scale - I wanted Spore to be, essentially, the game version of the Eames Office's Powers of Ten. But as you dig into development, you get down to the tiny, itsy-bitsy details. Your scope shrinks from "let's make a game about the universe" to "let's make creatures that look feasible" to "those toenails look too sharp." As a game gets closer to completion, the designer's role becomes more and more granular. I'd find myself telling artists to add very subtle things to objects that you'd hardly notice - and even if you did, you wouldn't necessarily know what they meant.

In Spore, we had an object that would make your creatures happier - it was the wacky waving arm guy. On its base, we had carved "IPPETAD," which stood for "Intergalactic Proton-Powered Electrical Tentacle Advertising Droid. It was an in-joke inside an in-joke, inspired by a Family Guy satire of Star Wars, where they tried to sell advertising droids that looked like the wacky waving arm guy. But I think I've said too much!

And if you haven't seen Powers of Ten: https://www.youtube.com/watch?v=0fKBhvDjuy0

[u/Olly230] [5 pts] [Nov 11, 2024]
Having built such vast games and simulations on such limited hardware what would you see as the biggest improvement to simulation in near future gaming?

[u/GalliumStudios] [12 pts] [Nov 12, 2024]
Oh, that's definitely going to be AI. AI can detect patterns in large data sets that we, as humans, just don't have the ability to see. These large language models are indexing information across millions, if not billions, of dimensions at once, which will allow us to

build much more detailed and interesting simulations - if that's the goal.

Some simulations are built for very practical purposes, like simulating airflow over a wing design. But the kinds of games I like to make aren't necessarily predictive simulations; they're more caricatures of a system. In The Sims, for example, everything is exaggerated compared to real life, which makes it both more entertaining and more visible. If the simulation matched reality too closely, the effects would be too subtle to notice.

AI is definitely going to be one of the most powerful tools we have to build better simulations in the future.

[u/Olly230] [2 pts] [Nov 12, 2024]
Creating believable daily routines for sim citizens en mass. Towns and cities full.

Next gen SimsCity.

Shame there are sooo many inefficiencies in modern game creation. That's what we need, that OG squeeze as much as you can from the hard ware mentally.

[u/GalliumStudios] [10 pts] [Nov 12, 2024]
Right now, as people think about AI in gaming, most naturally focus on the idea of making NPCs much more intelligent - NPCs you can converse with, interact with, or play alongside. But I think the real impact AI will have on game design is actually replacing me. Games are a much more malleable form of media than movies, books, or television, and they have the ability to change themselves on the fly based on the player's responses.

I can imagine something like an AI observing as you play, no matter the game type, and figuring out ways to make it more attractive, interesting, and challenging for you personally. In other words, the game would reprogram itself to become something closer to what you'd enjoy. The game would learn how to get you motivated, interested, and excited, evolving more and more in that direction.

It's a powerful - and somewhat scary - prospect because we're talking about a game that could potentially become increasingly addictive, evolving specifically to fit each individual player and keep them engaged. So, it's a two-edged sword, but I believe this ability to adapt to the player will be one of AI's most powerful impacts on the future of gaming.

[u/BUG_GY] [5 pts] [Nov 11, 2024]
First, thank you Will for your amazing games!

What's your thought about cheats in The Sims?
Everyone has always used them to get the most out of the game, otherwise the experience would be very limited.
EA knows this so that's why they never blocked them?

[u/GalliumStudios] [13 pts] [Nov 12, 2024]
Well, we've put cheats into almost all of our Sim games, going all the way back to SimCity.

Some people enjoy exploring the system boundaries without guardrails or constraints, and that can be fun in itself as a sandbox experience - but it essentially removes the "game" part of it. So, we call them cheats, but they've always been pretty intentional.

Back in the day, we even used them in different ways. For marketing, for instance, we'd dole out cheat codes to certain magazines or individuals, giving them some social currency and making it more likely they'd write about the game. So, in a way, cheats were also a form of currency before anyone could easily find them online or mod their way around limitations.

Cheats have a long history in game design, and honestly, I think it would be interesting if someone wrote a historical perspective on game cheats, covering where they appeared, why they were used, and how they evolved.

[u/BUG_GY] [2 pts] [Nov 12, 2024]
Thank you very much for your response!
I didn't know you used them for marketing purposes, brilliant! Regarding the historical perspective on game cheats I agree with you, it would be a really interesting write, cool insight!

[u/Lukardo9] [4 pts] [Nov 12, 2024]
Hello please can you recommend some books or sources for game design? Which are good in your opinion. Thanks for making world a better place with games.

[u/GalliumStudios] [8 pts] [Nov 12, 2024]
There's so many good ones. A really good one is Jesse Schnell's The Art Of Game Design. Jesse was one of the people that formed the Entertainment Technology Center at CMU, which was one of the first really serious university programs to teach interactive design. So, you know, he's coming at it partially as a game designer - he did start a game company and runs it now - but also as a teacher, kind of understanding the common misconceptions people tend to have around games.

And another favorite is Raph Koster's A Theory of Fun.

More info: https://schellgames.com/art-of-game-design and https://www.theoryoffun.com/

[u/SFSlider] [5 pts] [Nov 12, 2024]
From 0%-100%, what is the likelihood that you will make another "Sim" game in the future?

[u/GalliumStudios] [11 pts] [Nov 12, 2024]
If you mean The Sims - zero. If you mean a game that simulates something - pretty high.

[u/Me_Krally] [3 pts] [Nov 12, 2024]
If you, Sid Meier and Peter Molyneux could build a game together what would it be?

[u/GalliumStudios] [12 pts] [Nov 12, 2024]
I'm guessing it would probably be pretty horrible because all three of us have very distinctive styles, and the last thing I'd ever want to do is go in and contaminate Sid or

Peter's style. They might feel the same way. I know them, and we've talked about these things. It's interesting that we're always showing each other what we're working on - it's not like we're competitors or act that way.

But I think Sid would make something that puts you in ethical dilemmas, Peter would create something where you can torture little people, and I'd be building something that requires you to get down on the floor with glue and balsa wood to build.

[u/Me_Krally] [2 pts] [Nov 12, 2024]
Thanks for taking the time out to answer my question and good luck with your new game! I'll be watching :)

lol. That's great to hear you're all friends and have contemplated this before. I was thinking on my end how much creativity would come out from such a game :)

[u/AntoineBardet] [4 pts] [Nov 12, 2024]
Hi everyone and hello Mr. Wright! So nice to see you going back to game creation!

I've often heard that the Sims concept was inspired by the loss of your home in the famous 1991 Oakland wildfire.
Was it really this fire that gave you the idea for The Sims, or is it part of the legend surrounding its creation? Did you already have the idea a little earlier? Is it this event that led you to read the book A Pattern Language and become interested in architecture?

[u/GalliumStudios] [13 pts] [Nov 12, 2024]
I'm trying to remember exactly when I came up with the idea for The Sims, but I'm pretty sure it was after the fire. A lot of what became The Sims was a result of me having to rebuild my entire life. The order in which I had to rebuild was important - first, the essentials like clean underwear and a toothbrush, then later clothes, a car, and a house.

I remember one of the very first focus groups around The Sims happened about a year later. I'd also just finished SimAnt about two weeks before the fire, which was lucky because I had brought all the source code back to the office to finalize the gold master. If the fire had happened two weeks earlier or later, we would have lost a huge amount of work.

When I returned to the ashes of my house, I noticed that the only things still alive were ants. They had burrowed deep into the ground to survive the fire and were living off the dead carcasses they could forage. That was extraordinary to me. So, I'm pretty sure the Oakland fire was a major spark, and I don't remember really thinking about The Sims before then.

[u/AntoineBardet] [2 pts] [Nov 12, 2024]
Thanks Will! This question had been torturing me for a long time!

[u/Strategist9101] [3 pts] [Nov 4, 2024]
What would you have done differently on Spore?

[u/OldLegWig] [3 pts] [Nov 4, 2024]

knowing what you know now and if you were at the start of your career today, what would you do or what considerations would you be making when deciding how to spend your time?

[u/GalliumStudios] [4 pts] [Nov 12, 2024]
Whenever I’m asked a question like, "If I knew what I know now, what would I do differently?" I honestly can’t imagine doing anything differently, given the environment and what I was trying to achieve at that time. My career started with teaching myself to program, then learning more about the process of design - figuring out what makes a good designer versus a bad one.

I might have dug into that a little sooner, studying famous designers outside of gaming. It could be Da Vinci, Charles and Ray Eames, Alfred Hitchcock - there’s so much to learn from these creative people who came before us. If you can abstract what originally drew you to their work, it gives you a real leg up compared to designers who are just trying to build a better version of Counter-Strike.

[u/ocarina97] [3 pts] [Nov 4, 2024]
Will you ever make a sequel to Raid on Bungeling Bay?

[u/GalliumStudios] [4 pts] [Nov 12, 2024]
I actually have an arcade version of that, produced by Nintendo, in my garage. The deal was that they had to give us two machines - one for me and one for the publisher, Broderbund. So I still play that game, oddly enough. It’s one of the few games I made that I actually continue to play from time to time.

I think it would be cool as a full-motion VR experience. I have a neighbor who’s building these VR centers, and I’ve been brainstorming some weird VR experience ideas with him. So maybe...

[u/Phantasmio] [3 pts] [Nov 5, 2024]
Sims 3 brought me so many chill and fun roleplaying ideas. One of my favorite games of all time. Thanks for playing such a pivotal part of gaming history. The

[u/Chuk] [3 pts] [Nov 12, 2024]
Do you think we currently live in a simulation? If so, do you think that simulation was created because of your work?

[u/GalliumStudios] [8 pts] [Nov 12, 2024]
The whole simulation argument is rather weird, and it feels more like a rhetorical exploit than a real philosophical argument. I mean, it’s certainly possible, and if you’re not familiar with this concept, look it up... Nick Bostrom’s Simu - no, not "Siri", SHUT UP! (I accidentally activated my iPhone.). I mean "Simulation Hypothesis".

So, this all goes back to a concept that’s become more fashionable. By its very nature, it’s unprovable, which gives it limited utility in terms of science.

I don’t really buy it, though. It could be true, but if that were the case, then early games like The Sims - and I think games like The Sims or Proxi - would be early versions of

how machines might eventually understand us. We're building models of ourselves, and, of course, right now, machines are building models of us, trying to understand us, predict us, and even simulate us.

So, yes, we're on that path. I just don't know if we'll be around long enough to see it. I'm pretty sure our descendants will be more mechanical or synthetic in nature rather than directly biological... but OK, this answer is about to go off into infinity, so I'll stop here.

(Note: Milissa Maxin, the Community Director at Gallium, has dictated this from his voice-answer, explaining the Siri interjection)

[u/[deleted]] [3 pts] [Nov 12, 2024]
Will... WHAT'S NEXT?!?!

[u/GalliumStudios] [8 pts] [Nov 12, 2024]
Breakfast! (And Proxi!)

[u/DreamGirly_] [3 pts] [Nov 12, 2024]
This will probably not get through this weeks with of replies already here but here goes:

In all the games you've worked on, was there any mechanic or event that was hard to balance?

[u/GalliumStudios] [8 pts] [Nov 12, 2024]
Balancing SimCity involved testing certain patterns that I would set up. I'd write down my expectations: given a specific transportation network, what would I expect the traffic patterns to look like? Or, with a certain distribution of police stations, what would I expect the crime map to show? Then I'd run the code, compare the results to the target pattern I had in mind, and adjust. Sometimes it was way off, which meant I needed a totally different approach. Other times it was close, so I'd just tweak a few parameters or adjust some numbers.

This kind of process applied to almost every game I've worked on - placing a Sim in a specific situation, expecting them to act a certain way, and finding out they didn't. Instead of turning on the TV or answering the doorbell, maybe they'd go off and make a sandwich. Then I'd have to go back and figure out why it didn't match my expectations.

It's been an issue in every game, and while it can be challenging to balance, there's usually a process for gradually getting things to work the way you want.

Jenna Chalmers reminded me that one of the big challenges in Spore was balancing player expectations with the game's mechanics. People wanted their decisions in the Creature Editor and the early stages to really matter - to feel like they were setting their destiny. But at the same time, they didn't want to lock in their fate without knowing where it would lead.

Players also thought that specific attributes like the length of a creature's legs or the height of its neck would impact its abilities, like visibility or speed. In reality, it came down more to the parts they chose. There was an in-game economy for upgrading parts: better feet made creatures run faster, for example, but the length or gait of the legs didn't matter as much. That balance was influenced both by programming limitations and gameplay design.

[u/mcAlt009] [3 pts] [Nov 12, 2024]
Did you ever think of working on something that combined Sim City, Transport Tycoon and roller coaster tycoon ?

I think there was a plan to turn SimCity into an MMO where the residents could travel between cities, but it never worked out

[u/GalliumStudios] [9 pts] [Nov 12, 2024]
We had a lot of ideas at different times. There was a small group of very talented programmers working on this concept called SimWorld, where all the games we made could eventually plug into each other through some kind of magical miracle. But, you know, the rest of the company - and the other programmers - were busy trying to get games out the door and weren't expecting miracles to happen.

In fact, it was that group, whose work wasn't being used by anyone else, that I eventually commandeered to become the original Sims team. So, that part worked out. But yeah, we had a lot of ideas about making all the games interconnected, combinable, etc.

[u/mcAlt009] [2 pts] [Nov 12, 2024]
Cool, as a follow up, do you see any modern games like City Skylines as picking up the legacy of what you made ?

[u/DustyJonathon] [3 pts] [Nov 12, 2024]
How did you feel when you lost your house to a fire? What was your first thought?

[u/GalliumStudios] [12 pts] [Nov 12, 2024]
Well, actually, that was pretty interesting to me because it was clear from the start that things were bad. My wife and I were driving with our neighbors through the fire to escape - we were right near the beginning of it. I called 911, and they told us, "Oh, it's all under control." But we couldn't breathe from the smoke, and we could tell it was definitely not under control. So, we jumped in the car and ran.

Right away, it was clear to us that our house and everything in it would be gone. Our big concern, though, was our daughter, who was spending the night at a friend's house on the other side of the hill. We quickly determined that she was safe and they were safe, and thankfully, I didn't lose any close friends or people I knew in the fire.

That experience made me realize that everything else - all the stuff you buy - is replaceable. Human life isn't. Just knowing that we got out safely actually felt like a big win. Losing the house and all our belongings didn't seem like such a big deal once we knew our friends and family were safe.

[u/Bullet1289] [5 pts] [Nov 12, 2024]
Were there any Sims style games that you always wanted to make but never got to? For years I thought that sims golf had a companion to it that was like a sims resort builder but it was all just in my head.

[u/GalliumStudios] [13 pts] [Nov 12, 2024]
No, there have been a lot of games I've researched and, for various reasons, never ended up pursuing. I was always interested in airships and had a game concept around the Hindenburg - very different genre, though. You'd be placed on the Hindenburg a few hours out of Lakehurst, New Jersey, but it would be totally deserted and empty. You could walk anywhere, flip any knob or switch, and we'd fully recreate the operation of the Hindenburg. The idea was, could you fly an airship by yourself? Probably not.

We also have all these theories about why the Hindenburg blew up, and each time you played, the game would roll the dice and pick a different theory for you to solve. Really, I wanted to build an immersive experience with the Hindenburg as the focus.

Another one I really wanted to make involved tornadoes. I've always been fascinated by them and wanted to create a SimStorm where you'd manipulate three-dimensional airflow to create tornadoes and other storm dynamics. I just wanted a toy thunderstorm that I could play with interactively. So yeah, there have been a lot of ideas that I toyed with but didn't end up pursuing.

[u/Woodyz1940] [2 pts] [Nov 12, 2024]
SimStorm? It was a cool idea!

[u/613Hawkeye] [2 pts] [Nov 4, 2024]
Oh man, Will I'm a HUGE fan of your work!

The first Sim City game I got was Sim City (SNES) when I was a young lad and I was immediately hooked. I remember begging my parents to buy me SC2K but we didn't have the money. Ended up stumbling on $40 someone had left on the ground at a park and used it to buy the game.

Not long after, I was introduced to SC3k, which was a huge improvement to the game systems overall. This disc also had some demos for other games coming from EA at the time (which if I remember correctly, had bought out Maxis around this time). One of the game demos was for The Sims.

I remember playing The Sims with my best friend in the 6th grade and it was some of the most fun gaming I ever had.

I've obviously played more games that you've worked on, but this is long enough already. Thanks for all the excellent games and memories, and I hope your new project turns out amazing!

[u/[deleted]] [2 pts] [Nov 4, 2024]

jellyfish innate encourage rock paint arrest shocking aware axiomatic glorious

[u/ICPosse8] [2 pts] [Nov 4, 2024]
Oh snap, you're the man, Will! I just wanted to say I loved the Sims growing up and prolly spent 1000+ hours on Bustin out and Sims 1-2 and the Urbz. Spore was fun too!! Thank you for all the memories.

Proxl sounds wild, def gonna keep it on my radar.

[u/No-Medium-92] [2 pts] [Nov 4, 2024]
Hi Will, I've been playing your games since the 90s and I heard about Proxi awhile back. It's super mysterious and I'm really curious- how are you managing to gamify memories? I'm so curious how this will be a *game* and how it won't be just browsing old memories.

[u/Jeh2ow] [2 pts] [Nov 4, 2024]
Do you still speak from time to time with former Maxis employees? And if so, what do they think about Proxi?

[u/lostmojo] [2 pts] [Nov 4, 2024]
Simcity 2k was the ultimate simcity game of all time. 3k and others had some features and their moments but 2k had a lot of heart and great setup, easy to get into, made sense in a lot of ways. I have a fond place for that game, near to transport tycoon deluxe. Different games and ideas but both are favorites.

SimAnt was awesome and a simant 2 would be awesome if it was just an improvement on the first.

Instead of a million DLCs, please make a complete game form the start. I don't mind a few real DLCs that contain real advances to the game, but spending 300$ or more and not having them all is insane. Don't microtransaction us either, i can't buy it if the game goes that direction.

Spore could have been incredible. i saw your early talks and demos on it, it was still mostly enjoyable for what was released but it could have been so much more. I really hope that feature creep and deadlines don't stall or force a premature release of your next game. I highly suggest taking a look at the factorio devs communication system or coffee stains and maybe consider something similar, one to drive excitement but two to really show the work being done and what we can expect. I hope that communications like that with the community also feed the publishers and leadership to see that taking their time to release a complete and polished product is a lot more important than dropping something to get it out the door. Your older games have been pretty well polished for their times, I hope you're given the time to do it again.

Good luck to you and thank you for some awesome experiences in my life.

[u/Knukleks] [2 pts] [Nov 4, 2024]
Thank you for all your amazing games forming so many dear memories!

What made you want to create a game based on memories specifically? Why not a general character/world creating game powered by an AI? Will we still be able to play Proxi in other ways, if maybe to a lesser effect?

[u/TheTresStateArea] [2 pts] [Nov 4, 2024]
Still love the idea of spore. That's all I want to say

[u/[deleted]] [2 pts] [Nov 4, 2024]
Hello Will! The Sims, The Sims 2, Simcity 2000 and Simcity 3000 were some of my favorite games as a child. I wasn't a child anymore when Spore came out but it captured that whimsical nature and satisfied my natural curiosity for quite a few hours.

First, I want to say that I wasn't aware of your new project. I hope it still has that classic Maxis silliness.

Can you tell us what this game is, exactly? I looked at the website and I am still not exactly sure. Is it a strategy game? Do you take the control of various characters? Is it purely a story generator, which can obviously be a lot of fun, but there is a lot of competition in that realm.

If that's what you're building with Proxi, what makes it stand out compared to the multitudes of paid and free story generators already completed?

Thanks so much for getting on here! I hope you have a great holiday season.

[u/cynthia_101] [2 pts] [Nov 4, 2024]
Hey Will! I started playing The Sims on PS2 back when I was 6. Started a long love of the franchise, especially the spin off games, Sims Castaway especially! (I have played Castaway on PS2, DS AND Pc, and PS2 was the best!) Sims 3 on PC was my first computer play, and I had to wait over a year to play it after I got it for Christmas in 2009, because we didn't have a computer that would run it Sims 3 sparked a whole heap of creativity in myself and I am probably up to about 7k hours on it, all up. Sims has been in my life for over 21 years! When I was a teenager, I would say that Mum wouldn't let me go somewhere, but really I would stay home and play Sims (3) all day! I have played Sims 4 but it didn't grab me the same way.

Thank you for your contribution to the gaming world!

[u/Keawn] [2 pts] [Nov 4, 2024]
As a tween I trapped a lot of random NPCs in burning buildings thanks to you guys.

[u/Eg_3600] [2 pts] [Nov 4, 2024]
How much did spore change behind the scenes during the development cycle? What are some ideas you wish you could implement with today's technology that had to be cut when it was released ?

[u/chosennamecarefully] [2 pts] [Nov 4, 2024]
OG sims was incredible, I played it all the time when I was a kid, thanks for the fun,

being poor and haveing the ability to live out some things you'll never have is nice.

[u/CatRheumaBlanket2] [2 pts] [Nov 4, 2024]
What is the end goal of Proxi?
Some weird second life kind of thing?
Why does it need our memories?
Is this supposed to be an Ancestry for memories?

Is it going to be more like a "life simulation" like in the movie "GAMER", or more like "Free Guy" where the AI got his sentience? Or "Ready Player One" where they have been in a museum kind of thing with memories to visit, play back and skim through.

Why does it feel like this is just gonna be a data collection of a formerly barely tapped source to train AI and sell data sets?

The old and nearly forgotten games posted on the proxy info page have no real weight in backing this idea. SC5 died a horrible death. Sims 5 died so the Sims 4 could run longer on its already very dated engine, Carmen Sandiego is a relict of the past, Spore... haha.

So, cashgrab with live services, bad performance.
A vision to become an upload service for your own mind and soul like in the series "Upload" to get a more constant stream of money in.

[u/Kiremino] [2 pts] [Nov 4, 2024]
I played SimAnt for MONTHS when I was a small child. The spiders and the sounds that accompanied them terrified the HECK out of me, but it taught me to think quick on my feet to avoid them (and the horrifying sound I still remember today.) Thank you for being such a huge part of my childhood, even if I had no idea who you were <3

[u/[deleted]] [2 pts] [Nov 5, 2024]
Thanks for bringing Spore, THE game of my teenage years, to this world <3

[u/Knitehawke] [2 pts] [Nov 5, 2024]
My brother and I played so much Spore on the family computer we ended up with new games populated entirely by our own creations.

Seeing my own creation as an NPC in my brothers games was such a special gaming memory I didn't know was possible.

Thank you

[u/Real_SaltymusPrime] [2 pts] [Nov 5, 2024]
We need a new Spore Game!

[u/poonjam14] [2 pts] [Nov 5, 2024]
I spent so many hours playing your games thank you for the great times! Is there any chance of a sim golf remake coming out?

[u/ShiftlessGuardian94] [2 pts] [Nov 5, 2024]
What do you think of the alternatives to The Sims and SimCity that are/have been developed?

Also- CallCousinVinny should always be an acceptable cheat code to use

[u/CahootsMalone] [2 pts] [Nov 5, 2024]
As a kid, I had a ton of fun creating cities in SimCity 2000 and SCURK, then flying around in them in SimCopter. It was pretty neat to see something I'd created in one game from a completely different perspective in another.

Did SimCopter use behavior trees (or something similar) to control the actions of the people running around the city? There's a mention of "reaction trees" in some of the game's files (described [here](https://gamedev.stackexchange.com/questions/199472/what-is-the-earliest-documented-use-of-behavior-trees)).

Also, if I might include a bonus question, any chance of the source code for SimCopter being released?

[u/smollestsnek] [2 pts] [Nov 5, 2024]
What's different about Proxi compared to other life simulation games coming out?

Is there a feature you're most excited about?

[u/DesperadoPrime] [2 pts] [Nov 5, 2024]
Hi Will,

Love your games. I'm hoping that Gellium Studios can produce Proxi soon, I'm excited to play it and I know many people who are also very excited!

One thing that's been challenging is that when I talk to my friends about this game, they haven't heard about it and don't get a good concept of it from currently public media on it. I also hate social media, but I think it would be great to have some input from your community on discord on how to get people excited for the game. Is there a plan to increase public facing perception on this game? Or is development still too early to tell?

Also, unrelated, but do you have any opinions on the sustainability of AI for recreational use? Large scale learning is already a huge environmental drain. Do you have any insights from your position as someone who works closely with this technology?

I hope I can upload my memories soon.

[u/FeelingNiceToday] [2 pts] [Nov 5, 2024]
>We're working on Proxi, a new AI-driven life simulation game

Are you really using AI in a game? What do you think about the common phrase "Fuck AI"?

[u/giraffesinmyhair] [2 pts] [Nov 5, 2024]

Proxi sounds unlike any game I've ever played and I have trouble visualizing what gameplay will be like based on the information currently available. Can you elaborate on what a game of Proxi will look like, how it's a life simulation, how it compares - or doesn't - to previous life simulation games you've worked on? Very excited to learn more about it!

[u/AimlessPeacock] [2 pts] [Nov 5, 2024]
Porntipsguzzardo is probably the oldest cheat code I can still recall. Any stories about how that one came to be? Or stories about other cheats/ Easter eggs in old Sim games?

Any chance of there being a similar cheat or possible Easter egg in Proxi for typing in a similar code?

[u/anderzekren] [2 pts] [Nov 5, 2024]
Watching my sister play the Sims and me myself taking the mantle is one of my absolute fondest childhood memories! If you could summarise Proxi in three bullet points, what would they be?

[u/PhilvanceArt] [2 pts] [Nov 5, 2024]
I really loved Sim City as a kid so when Sim City 2000 was announced I was so excited. My dad surprised me with the game asking me to unload the car after he had gone to Costco.

It ended up being my favorite game of course. I played it non stop for years. I still think it's the best sim city. I loved Arcologies! The idea of self contained cities within the city. I made my own skins. I even bought a book so I could edit the hex code to give myself tons of money.

I was obsessed. I've played most of your games over the years. I have a nine year old who loves spore! He plays regularly.

Nice to see you are still making games. You are one of the greats! I don't have any questions, just happy to share a memory with someone who provided me so many amazing memories!

[u/malkarma04] [2 pts] [Nov 5, 2024]
when spore 2

[u/LordGarithosthe1st] [2 pts] [Nov 5, 2024]
Please make a better Spore, one of the best game ideas ever!

[u/prabash98] [2 pts] [Nov 5, 2024]
>While I despise most social media, I've always been inspired by the creativity and passion of communities like Reddit.

Proper redditor.

[u/Askolei] [2 pts] [Nov 5, 2024]
First I wanted to say my thanks for SimCity 3000 and SimCity 4. I loved these game and I learned so much about budget, loans, and how to place your nuclear plants right next to the

frontier!

I had good moments with Spore too. It’s just too bad it couldn’t hold to your vision, but c’est la vie .

My question is, do you know Impossible Creatures? It was a RTS game made by Relic in 2003 where you combined two animals part-by-part, like one of these children flipbooks. For example you could make a tiger with pincers and a scorpion tail or my favorite: a panthera-turtle (quick and sturdy).

I was wondering if you knew about it since it’s one of these games that bolster creativity. The way these creatures moved and fought was pretty impressive for the time.

[u/gloriastartover] [2 pts] [Nov 5, 2024]
Thanks for your beautiful work. You can have my memories :)

[u/Actual_Atmosphere_57] [2 pts] [Nov 6, 2024]
Can you make Sim City great again?

[u/10t0es] [2 pts] [Nov 6, 2024]
thank you ! just thank you for your brilliant mind and the countless hours i got to pour into Spore and all of The Sims releases. looking forward to seeing what Proxi will bring to the table!

[u/MrIrresponsibility] [2 pts] [Nov 12, 2024]
Hi Will, hope you’re doing well.

The Sims 1 was my first videogame ever and it made me fall in love with gaming, so thank you for that.

How do you feel about The Sims 1 (and also 2) not being available to purchase now, basically being abandonware?

I remember there was an open source project trying to reimplement The Sims 1 engine to make it playable in modern computers but EA took it down.

Personally I think it’s sad seeing two of the most iconic and important games in history being unavailable to everyone who want to experience them.

Wish you the best on your new game!

[u/BarkBeetleJuice] [2 pts] [Nov 12, 2024]
Hi Will!

As a hobbyist game developer, I’ve started many prototypes and started up more than a few games I’d love to one day finish. Along the way there have been some that just fell by the wayside.

Do you have any of those "the one that got away" ideas that never saw the light of day? Maybe a game you really liked the concept for, or a certain mechanic that just didn't actually work out in the end? What's the project you walked away from that you most pine for (if you have one)?

[u/GalliumStudios] [5 pts] [Nov 12, 2024]
The second game I ever worked on was something called Probots - a combination of "probe" and "robot." This was back on the Commodore 64, and it involved driving a little robot around an Escher-like set of platforms. It ended up looking a bit like Monument Valley, with walkways, platforms, and little rivers all flowing toward the center of the world into a pool. There were three emitters around the edges, each sending a different shape down the water: one released little pyramids, another cubes, and another spheres. You had to run around with your robot, collect these shapes as a set, put them together, and - poof - you'd earn a star.

In the meantime, there were other little creatures with three legs. Everything in the game was triangular. They opposed you, but they were also trying to communicate using gestures, and you had a robot arm that you'd use to try and learn their language by gesturing back. I still have that whole design in my head and would love to build it someday. It's a pretty simple design, actually. This was back in the mid-to-late '80s.

(Probots was unreleased, although you can find out more here: https://www.gamesthatwerent.com/gtw64/probots/ and https://www.simsnetwork.com/news/2001/07/12/interview-with-will-wright-part-2)

[u/CockroachInner1921] [3 pts] [Nov 4, 2024]
Hi will I love you

[u/LKRTM1874] [3 pts] [Nov 4, 2024]
I don't really have a question, just spilling some memories.

Man what do you say when it comes to Maxis? My earliest memories would've been either the Sims (Although it was more my sisters' games at the time) or SimCity 3000.

But when SimCity 4 and the Sims 2 rolled around, you hooked me to your games so well that all these years later I play a lot of Cities Skylines and I'm keeping a close eye on Paralives, which seems to be a Sims 3 inspired Life Sim. Your games scratched an itch 20 years ago and I'm still chasing anything that comes close to this day.

I still remember the first time I managed to get high rises appearing in my city (as a 6/7/8 year old the city planning wasn't the greatest) and telling my dad I finally did it. I also have a vivid memory of one Christmas day, playing the Sims 2, it was snowing in the save, Alvin and the Chipmunks was on the TV so their songs are ingrained into that memory too. My sister was checking in to see how my game was going (They always design nicer houses than me) Just great times.

Then there's Spore, my god what a game. Anyone can have a look at my comment history and see me sing the praises of Spore literally just over a day ago. I still remember installing

it back in 2008 and my dad was just amazed by it, sitting watching our abominations leave the ocean and crawl on land for the first time. Or when you eventually go through the Tribal stage into the civilization stage, and a huge mountain my creatures had to migrate around millions of years prior is now just a tiny obstacle that planes are flying over on their way to attack another nation. Cool as hell.

Thanks for all the fun, I doubt I'd be anywhere near as invested in games today if I didn't grow up with those titles (among others, of course).

[u/rem2000] [2 pts] [Nov 4, 2024]
Love and loved all sim games,

Remember my mum taking me to get sim city 2000 when it was first released, I still have the box and news clippings of the event and can remember the day as if it was yesterday

[u/HelpfulPapaya617] [2 pts] [Nov 5, 2024]
18 hours, not a single comment from "him". I wonder if this was just...simply marketing for Gallium Studios and their new game from some marketing guy.

[u/cpcsilver] [6 pts] [Nov 6, 2024]
The AMA will start on Nov 12

[u/GalliumStudios] [2 pts] [Nov 12, 2024]
It was scheduled to start today! We're answering questions,

[u/UncontrolledLawfare] [2 pts] [Nov 5, 2024]
What the hell is the point of this post? AMA but zero responses?

[u/GalliumStudios] [3 pts] [Nov 12, 2024]
Heya - the scheduled AMA's don't always show up on different versions of Reddit. We are live!

[u/Ericcctheinch] [2 pts] [Nov 11, 2024]
What do you think is the political dimension of SimCity? Did you plan on including more ideology in it ever? Because it seems like sort of a dry straight up city simulation. But some people have noted that there is a political side to it.

I played more SimCity 2000 than any game since. Was that good at it? Absolutely not. I didn't successfully balance a budget until I was like 12.

What do you think politicians could learn from simcity?

[u/GalliumStudios] [6 pts] [Nov 12, 2024]
Well, actually, SimCity most definitely avoids politics, and that's a major part of reality it leaves out. In real life, nobody can just decide to build a road through a city or zone this or that without a million lobbyists, committees, and other groups getting involved. I've had a lot of mayors play SimCity, and they often say, "Wow, I wish cities really worked this way. I wish I had these godlike powers."

There was a really cool article that came out about six months after SimCity's release. A precocious 12-year-old in a New England town was about to have a mayoral election with five candidates. He invited all of them to his house to play SimCity and wrote a newspaper article on how each one approached the game. It was a fascinating piece - I need to dig it up somewhere.

One candidate came in and built everything exactly where he wanted, taking a very liberal approach. Another was clearly tough on crime, placing lots of police stations. One candidate even refused to play until he received a complete list of instructions on how to play the game. The psychology of each candidate came through interestingly, even before they touched the game.

[u/sjsquared] [2 pts] [Nov 12, 2024]
Do you regret Electronic Arts buying out Maxis? They have a tattered history of buying innovative studios and then ruining what made them special in the first place. Maxis was a one of a kind game studio and after EA bought it, it only took them a few years to shutter lots of things and try to change the company from what made it special.

[u/Tommyblockhead20] [2 pts] [Nov 12, 2024]
I was a bit later for the sim city games, started with cities skylines, but I appreciate what you've done for the genre! Always been one of my favorite type of games.

[u/[deleted]] [1 pts] [Nov 4, 2024]
I was about ten when SimCity came out so probably about twelve when I finally got around to playing it and I don't think a lot of people understand just how amazing the game was; truly groundbreaking. It was almost inconceivable that something like that could exist.

[u/UsherOfDestruction] [1 pts] [Nov 4, 2024]
SimCity was the first game I purchased for PC in 1990 and played it on my Headstart Explorer in glorious CGA.

With the popular city builder games of today kind of going back to the classic formula, just with improved graphics and UIs, what do you think a next step might be to bring something new to the genre? Do you think that involves the current AI models or maybe new input methods?

Thanks for everything! I've really enjoyed your work over the years.

[u/TheSpiralTap] [1 pts] [Nov 4, 2024]
Have you and Sid Meijer ever meet up in the club?

[u/Apoptosis-Games] [1 pts] [Nov 4, 2024]
Sim City 2000 was a very important game to me as a kid. After countless hours, I managed to cover my map with Arcologies that eventually all launched into space and gave me a sense of accomplishment that I had done right by my Sims.

Thank you for that! Truly!

[u/[deleted]] [1 pts] [Nov 4, 2024]
The most memorable sims game to me was The Sims 2 for PS2. Because, to move you had to use the analog and not a cursor like other games. And the most fun part is that there was multiplayer split screen and it was a ton of fun.
Any plans for a coop gaming experience?

[u/Odeta] [1 pts] [Nov 4, 2024]
As one who grew on all of the mentioned above games, SimCity and Spore were my favorites.

While SimCity got more and more new versions over the years, Spore got (if I'm not wrong) none.

What are the chances for a Spore successor?

Thank you for all the great games, which improved the gaming industry in general.

[u/voivoivoi183] [1 pts] [Nov 4, 2024]
Hi Will! Many memories of playing OG Sim City as a kid! What do you think I should have for lunch today? Cheers!

[u/anonlaw] [1 pts] [Nov 4, 2024]
I am still best friends with a person that I met in the mid 90s. She had a computer that could play SimCity 2000, I didn't. I have so many fond memories of us getting to know each other better when I came over and she let me play, or I watched her play. We've been friends now since May 1994. Over 30 years. We still talk on Discord almost every night and play games together.

[u/DrStupid87] [1 pts] [Nov 4, 2024]
In the sims 2, I made Gordon freeman and was gonna get his career as a scientist right as soon as possible, so I had him repair his busted oven to level the skill. He died of an electric shock.

Thanks for the good times!

[u/WadeyWWilson] [1 pts] [Nov 4, 2024]
Thanks for your many, many contributions to gaming over your life. I think my favorite memory is probably just watching my brother play the Sims for the first time. I do have a question I'd like the answer to if you have the time: How does it make you feel knowing that you've basically made so many people's childhood? Are you even able to comprehend that? I can't imagine how surreal that would be.

[u/hashupa] [1 pts] [Nov 4, 2024]
I'm both terrible at and in love with city sims, and I have very fond memories of watching my best friend play Sim City on my Super Nintendo. Getting closer and closer to a functioning city. If I hear any music from that game, the memories instantly return to me.

[u/phex85] [1 pts] [Nov 4, 2024]

One of my fondest memories of early gaming was building a city and destroying it with disasters. The Godzilla-like monster was my favourite.

What was the most fun to design and build for the original SimCity?

[u/Frosenborg] [1 pts] [Nov 4, 2024]
During your career. What game blew your mind the biggest? Be it for gameplay, graphics, physics, etc.

[u/PublicOppositeRacoon] [1 pts] [Nov 4, 2024]
Hey Will,

Thanks for doing this firstly. I still remember days spent in my school computer labs playing SimCity 2000. At the time the gameplay mechanics were groundbreaking in terms of gameplay and scope to me. What I would like to ask you is: with how the world and society had changed in the time since your first game and current games how has your views and attempts to communicate issues changed?

[u/FUCK_MAGIC] [1 pts] [Nov 4, 2024]
No questions, but just want to say I had a lot of good memories working on The Sims Online, even though it wasn't a great game in the end.

Still have my dev team T-shirt in the closet somewhere.

[u/[deleted]] [1 pts] [Nov 4, 2024]
dam outgoing dog late observation repeat depend cobweb dinner memorize

[u/darby087] [1 pts] [Nov 4, 2024]
Got Sim city at the book fair that came to school. Those fairs were awesome and for some reason the only game was always sim city. I wonder if kids still have book fairs at school.

[u/ASwarmofKoala] [1 pts] [Nov 4, 2024]
The reason I know I have no talent for decor or even sensible design is the Sims 2. I'd get a big empty lot, cheat to get more or less unlimited wealth, then proceed to make abominations like bedrooms on a walkway surrounded by a pool. Or jacuzzis in the kitchen.

Anyway, Sims 2 and Spore were a significant part of my childhood and I'm grateful for your work.

[u/MenstrualMilkshakes] [1 pts] [Nov 4, 2024]
If Will Write types the cheat code im gonna passout.

[u/Grouchy_Donut_3800] [1 pts] [Nov 4, 2024]
No question but I want to let you know I consider Spore to be one of the GOAT games. It still holds up to modern games today despite being over a decade old. I still go back and play it once or twice a year, if I could pick any game that could be remastered I want Spore.

[u/[deleted]] [1 pts] [Nov 4, 2024]
So AI has some cool use, but also it can output garbage.

How do you plan on utilizing AI in the game? How do you plan on preventing the weirdness (like strange hands etc) that AI tends to generate sometimes?

I've loved your games over the years so I'm excited to see your new work. Sims and Spore were some of my favorite games growing up.

[u/DeadpoolMakesMeWet] [1 pts] [Nov 4, 2024]
Did you have any ideas for spore that unfortunately had to be scrapped?

[u/S1DC] [1 pts] [Nov 4, 2024]
Do you think that innovation in the depth of the interpersonal relationships and psychological state of the Sims is the most important avenue to improve the Sims experience? Or is it more important to streamline the gameplay with broader strokes to prevent players from getting frustrated with complex emotional mechanics?

[u/bier00t] [1 pts] [Nov 4, 2024]
SC2000 was my childhood game I spent most time on. Had one map that took hundreds of hours on.

[u/icryalways] [1 pts] [Nov 4, 2024]
I miss spore, it was so unique and there hasn't been anything like it since that's captured the amazingness of it. I used to spend so many hours maxing out my creatures, I had the best success with bird species LOL.

Have there been any talks/plans/wants to make a sequel? Or maybe a remake with new parts? Would there be a chance to integrate AI to make a more immersive environment that's more responsive to the creatures?

Thank C:

[u/[deleted]] [1 pts] [Nov 4, 2024]
Where can I buy a working copy of street of simcity?

[u/sundler] [1 pts] [Nov 4, 2024]
What advice do you have for a solo indie game developer?

[u/tuffymon] [1 pts] [Nov 4, 2024]
I can't speak about the other games, but SimCity was always a ton of fun. Chill vibes, great music, and just a save away from ABSOLUTE DESTRUCTION of your city, than reload.

[u/Reksoch] [1 pts] [Nov 4, 2024]
Spore was my childhood, thank you for your work on it.
Where there any more expansions planned for Spore? What kind of themes and features were planned to expand the game?

[u/averagedeathcore32] [1 pts] [Nov 4, 2024]
Spore was one of my favorite games when I was little, how did you come with the concept to make such game? What inspired you to make a game with multiple playstyles that walks you through evolution? Thank you for all the hours of fun your game gave me

[u/Azores26] [1 pts] [Nov 4, 2024]
Hello Mr. Wright, I love your work! I truly think you're one of the greatest videogame designers in history - and I'm sure I'm not the only one.

SimCity 2000 was one of the very first games I've ever played and it had a lasting impact on my life as a videogame fan. At the time, I was amazed at the possibility to create and manage my own virtual city and just let my imagination run free. On that point, my question is: is there any videogame that impacted you in a similar way?

[u/CreepyBlackDude] [1 pts] [Nov 4, 2024]
Just want to say thank you, Mr. Wright.

I've been a gamer since Super Nintendo was the modern console. I love everything from shooters to platformers to cozy indies to JRPGs.

Without a doubt, the game series that has influenced my life more than any other is SimCity.

All those maps of made up cities I drew in elementary and middle school were finally able to come to life. I started with 2000, then went back to the original when I found out it was on SNES...then I went to SimCity 3000 Unlimited. The first game that ever kept me up until sunrise. I played so much that it would sometimes crash due to completely draining our old PC's virtual memory.

I got SC4 in college, and I joined the online community Simtropolis. It was the first time I'd ever joined such a big message board--200,000+ users at the time I jumped in. This was mid-2000s MySpace-era internet, when connecting with people across the world on the internet was still fairly novel. Simtropolis, being a forum for a game that catered more towards adults, taught me so much that I would carry with me for decades. First off, how to do basic image editing (because I had to share my cities), and also how to mod a game, which is the true spice of PC gaming IMO. Not only that, joining Simtropolis taught me how to conduct myself on the internet. Being the multinational, globe-spanning fan forum it was, I learned how to engage with people politely and with respect to other cultures and time zones. It actually changed the way I saw the world and how I carried myself. And it was all due to our shared love of that game.

So when I say SimCity influenced my life, I really and truly mean that. I feel I am a better person because I started playing it and because of how it helped me throughout my life. And I'd like to say it again: Thank you, Mr. Wright! I'm so very happy that I had SimCity and The Sims in my life.

[u/FluckDambe] [1 pts] [Nov 4, 2024]
Will you ever make a spiritual successor to Spore or possibly DarkSpore?

[u/mayorsenpai] [1 pts] [Nov 4, 2024]
I don’t know if I could pick any single memory, The Sims was probably my first game on pc, and I played it SO MUCH. I didn’t have Internet much as a kid or get gaming magazines, so when I was older and saw Sims Bustin Out on gamecube it was an instant sell for me, it had so many charming moments, Mimi was SO sassy and had so much personality, I loved her. Mom showing up at Malcoms mansion and cussing him out and making him leave was hilarious! I loved that. Like every single lot had so much flavor and love behind it as you progressed through the careers, it was a pure joy to play through every career track as a kid. I hadn’t heard of Proxi, but knowing you’re behind it, and the love and care that’s gone into your games before, I am so keen and excited and jittery about it I wanna tell everyone I know about it!

In part because, while the Sims 4 is feature rich, it feels kind of souless and empty, I can’t really put my finger on exactly why. I have almost every expac/dlc. But, that’s left me really craving a good Sims like game, and now it looks like one is coming!

[u/VacaDLuffy] [1 pts] [Nov 4, 2024]
"I want your memories" Oh No you Don’t! i’ve Seen Doctor Who! You aint gonna Rings of Akatahn my ass.

[u/ConclusionEastern592] [1 pts] [Nov 4, 2024]
I played the first SimCity and Simcity 4. Loved it. You inspired a love for that kind of games. Thank you so much for your work.

[u/Kirbinator_Alex] [1 pts] [Nov 4, 2024]
Absolutely love spore! I’ve always wondered if there was more planned to be done with grox, Steve, or earth?

[u/Olly230] [1 pts] [Nov 4, 2024]
Sims good, sim city good, Spore...

[u/[deleted]] [1 pts] [Nov 4, 2024]
How did you get the courage to create a game totally different from other games at the time ? How did you manage to keep creative freedom with the Sims 1, while having to deal with stakeholders ?

Thank you for creating this game, it helped me a lot during hard times !

[u/VanEagles17] [1 pts] [Nov 4, 2024]
SimCity was my introduction to video games. I remember playing SimCity on the old macs back in elementary school in the early-mid 90s, and then getting it for my SNES and playing it a ton. Thanks for all the great memories!

[u/Ez13zie] [1 pts] [Nov 4, 2024]
Meetzah, boolah!

Comblah nah nah, tar.

[u/possumarre] [1 pts] [Nov 4, 2024]
How badly did what they did with Spore hurt?

[u/SplaTTerChef] [1 pts] [Nov 4, 2024]
Please we need a remake of Dark Spore and Spore >.< Dark Spore is such a underrated jewel and needs to get an offline version at least.

[u/pepebotdoh] [1 pts] [Nov 4, 2024]
Thank you for making my life with Spore, the most creative, amazing game I have ever played. What did you think people's reaction wouldd be when playing such a different kind of game before release?

[u/[deleted]] [1 pts] [Nov 4, 2024]
How do you feel about the Urbz game?

[u/NeoMikey] [1 pts] [Nov 4, 2024]
Oh frick, Mr. Wright???? HI!!

"Sim City" on the SNES was a FAVORITE of mine as a child! My friends and I would play it for hours...with the money glitch. I grasped the basics enough, but never enough to be truly "good" at the game. I was so excited when I discovered the map that was used as an example of a megalopolis -- I think it was map #042, but I could be wrong.

I have specific memories of bringing that thick instruction manual to bed, then reading it under the covers with a flashlight. Your green-haired avatar was always a delight to me, and when I discovered that he was placed in "Smash Brothers" as an assist trophy, my childhood heart was DELIGHTED.

Thank you so, so much, Mr. Wright, for all the wonderful memories! :)

[u/jamiedix0n] [1 pts] [Nov 4, 2024]
Man you dont know how much i want a new sim city.

I just wanna thank you for the childhood memories playing old school sims my dad had all the old sim games like tower and city and its what really got me into computers an all that jazz

[u/Kai-xo] [1 pts] [Nov 4, 2024]
I remember spore and loved it so much! I bought it on steam but for some reason it never loads/ works right (maybe because it is an older game).

I would love a remake of something like spore again, creativity with creatures that grow and evolve and are shaped by the decisions of the player, it's always fun! Anyways thank you for your games!

[u/Lokitusaborg] [1 pts] [Nov 4, 2024]

Is there a simlish lexicon, or is it just gibberish?

[u/redpandasuit] [1 pts] [Nov 4, 2024]
Hi Will!!

I learned so much from playing the Sim series of games in the 90s. I learned how to install games on Windows just so that I could stop bugging my dad every time a new game came from scholastic. City, Ant, Earth, Copter all provided foundations for concepts that I still carry with me to this day. You made complex concepts very accessible for young minds. I really appreciate that. Thanks for all the games!

[u/cozywit] [1 pts] [Nov 4, 2024]
Where is SimAnt 2?

[u/rvnender] [1 pts] [Nov 4, 2024]
I love Simcity. I was terrible at it, but it was some of the most fun I have had in front of a PC.

My question is regarding Simcity for the SNES. This was my introduction to the franchise and a game i have fond memories of.

I know it was mostly developed by Nintendo EAD, but did you have any involvement in its development? And if so, was there a struggle (be it limitations or whatever) to get a version on the SNES?

Bonus question, if I may.

I'm going to dig into your backlog and pull something from the distant past.

Have you ever thought about doing a remake to Raid on Bungeling Bay?

Thank you once again for the years of enjoyment! I'm looking forward to the new game!

[u/WhiteLama] [1 pts] [Nov 4, 2024]
Any specific reason behind The Sims speaking Simlish?

Apart from it being brilliant, I've still got so many songs (especially from The Sims: Vacation) I constantly relisten too, so thank you so much.

[u/Nulion] [1 pts] [Nov 4, 2024]
Hello there Mr. Wright! I have a question: What is your favorite structure in any Sim City game?

Mine were always the Arcologies in SC2K

Also, I wanted to thank you, so very much, for all the wonderful memories your projects and their spinoffs have given me (and so many others!) while growing up. Sim City (SNES), SC2K, SC3K, SC4, Sim Earth, Sim Tower, Streets of Sim City, The Sims, every single one of those

has been a great, warm, fluffy and happy memory for me. Thank you for all you've done and inspired!

[u/Mechano74] [1 pts] [Nov 4, 2024]
Takes me back to more innocent and carefree times. Where I could build an entire city for days. Unleash Godzilla on it. Just to start over the next day.

And still to this day, when I'm stuck in gridlock, I hear a tiny annoying voice inside my head, "Heavy traffic reported!".

Thanks man. :)

[u/[deleted]] [1 pts] [Nov 4, 2024]
Next Sim City when?

[u/nullhed] [1 pts] [Nov 4, 2024]
I had SimCity on SNES, I would stay up late recording my favorite songs from the radio onto cassettes while I curated the city of Crackton into a bustling metropolis.

It was unlike any game I had ever played. I had no access to internet or gaming magazines, so the only way to learn was to try different things and hope for the best. So that's what I did, a lot. I can't think of another game that I put as much time into.

The music was amazing and matched the mood of each progression (unless Dr. Wright showed up during a disaster to crow about building the mayor's house, I thought that was a bit insensitive of him given that people are actively dying). The sounds were great, I can still remember the little train noises as they scooted along the scrawling mess of tracks haphazardly placed across the map.

Even later I would return to the game after learning new strategies and the money glitch. It felt like a new game every time I started a new city. I accidentally learned so much from the value of having a plan and just looking at major structures from a fun productive perspective. So thanks, you made something really cool.

[u/ididitebay] [1 pts] [Nov 4, 2024]
Typing your name into RCT as a cheat code

[u/Xaio30] [1 pts] [Nov 4, 2024]
Playing The Sims 1 with my older sisters during cold winter evenings is one of my favorite memories. The creativity it fostered in us combined with the unforgettable music made for a magically nostalgic time together. Thank you Mr Wright!

[u/trrbo3] [1 pts] [Nov 4, 2024]
Hi Will,
Thank you for the hours of entertainment. I started off playing your games with simcity on

super Nintendo and I had a blast with that. I got simcity 2000 for pc later on. When I saw the alpha or beta build video I was hooked. But the game comes out and while it was fun, it felt like a shadow of what was promised.
Is there any chance of a spiritual successor to spore coming out?

[u/frost12] [1 pts] [Nov 4, 2024]
Hey Will! When I was a kid, SimCity had just come out. I loved the game and wanted to contribute some ideas. I wrote Maxis and got a wonderful thank you letter and some posters. They hung in my room for years. Looking forward to sharing the new games with my kids!

[u/Burius81] [1 pts] [Nov 4, 2024]
Big fan of your games! Sim City, Sim Ant, The Sims.... I still have my special edition copy of Spore. I got Spore for my son a couple of months ago, he’s really into animals and evolution, he loves it and asks me periodically if there is a sequel ever coming. I don’t really have any questions, just wanted to tell you that I’ve really enjoyed your games over the years!

[u/big-hero-zero] [1 pts] [Nov 4, 2024]
I was in high school when the original SimCity came out, and I had moved out with my best friend into a summer sublet on the University campus. One of our roommates had the game, and everyone living there-and a bunch of our friends- each had cities on it. One night while I was high, I went into my friends city and just decimated it, unleasing Godzilla, and ruining his buildings and such, which kicked off a summer of trying to outdo each other-and then eventually everyone else- with some really hilarious results.

[u/CaptainPrower] [1 pts] [Nov 4, 2024]
What was the reasoning behind having Sims speak "Simlish"?

[u/Desperate-Public394] [1 pts] [Nov 4, 2024]
Your games are some of my best gaming memories, so full of creativity and fun gameplay. Will your new game capture some of the magic of the first two The Sims, as you say it will be a life simulator? Can you share some details?

There was not really a The Sims 1-2 succesor like... Ever.

[u/Sims_Creator777] [1 pts] [Nov 4, 2024]
Hi Will! I loved the OG Sims, and really miss your creative vision and innovation for that series. Hot Date and Unleashed were literally my favorite EPs ever. That said, would you ever consider making another life simulation game? I would love to see it.

Also, what are your thoughts about the current state of the life simulation game genre, especially with the latest announcement from EA regarding the direction of the Sims franchise? Additionally, how do you think the upcoming games like inZOI and Paralives will fare?

[u/starker] [1 pts] [Nov 4, 2024]
Hi Will, I remember going to E3 when you previewed the concept of Spore. You were so passionate while you were talking to a group of journalists and other Game Devs. It was

really inspiring. You and Todd Howard taking about Skyrim that year really stood out. I still have the tapes somewhere of those interviews and the talks. I know that concepts have to be reeled back in because of the limits of practicality and deadlines. Do you have any advice for those that want to create something huge and intricate? Do you have any regrets on the original Spore project, and what would you have done differently?

[u/Neo-Chromia] [1 pts] [Nov 4, 2024]
I still remember half of the amominations I created in Spore. Great game. Stage 1/2 and 5 were awesome.

[u/Lord_Snow77] [1 pts] [Nov 4, 2024]
The Sim games were a big part of my childhood. Any chance we see a new SimEarth or SimAnt game in the future?

[u/CndConnection] [1 pts] [Nov 4, 2024]

When the first Sims game came out I was really happy because my older sister was super interested in the game and we got to play together. She normally wasn't into videogames and we had a strained relationship growing up so this was very nice.

I remember that the game had some weird issue installing on my pc at the time. The install would get stuck at 99% and never complete. Days went by trying to install this game and every time it would just go to 99% and we'd stop it and try again.

We wanted to play the sims so much that instead of giving up I decided to let it run. We would check back on it every few hours or so. Hours upon hours it was still at 99%. I decided to let it go a full 24 hours to see what would happen.

Came back from school and wouldn't ya know it somehow completed within that 24 hour period and the game was installed. It must have taken over 10 hours or something lol very strange.

We were happy as hell after that and loved making our friends and sitcom characters in the game and killing them by removing the pool ladder or entombing them in rooms with fireplaces hahahaha

[u/CatRheumaBlanket2] [1 pts] [Nov 4, 2024]
Sim City 4 and SC2000 I find was legendary.
Got my footing in 4 and was delighted to find out that one could interconnect cities with each other. Went back to SC2000 for some time, but came back to 4 soon after.
I loved building my cities and then take a ride through them.
Like I do today with Cities Skylines 1.

But SC4 was paving the road for me to kinda grasp an early concept of needs, do and don't do in a city.

Oh and I remember the shit storm that rolled over SC5.
"Needs server connected for cheetah mode. has mo'powah babey"

\- Modders showed it working just fine without. Was it even modders, or just someone with a bad internet connection?
\- And ohh, the failed logins.

"Your traffic is horrible? Buy the blip DLC!"
\- Traffic was fine before that DLC released.

"SIMulation"
\- What was that about the Sims having seemingly random and inconsistant paths?

A big german Tuber got so fed up by SC5, he swore up a storm about it and recommended SC4 instead as the far superior game. And then came Cities Skylines 1.

How did it feel to have a legacy killed off like that?
I hope you are still foaming about the cashgrab SC has become and the "quality" it has dropped to.

[u/peterflys] [1 pts] [Nov 4, 2024]
Hey Will, thank you.

My favorite memories with most of Maxis' games is all funneled through the creative music that your audio teams crafted. In particular, the work that Jerry Martin, Marc Russo, Robi Kauker, and others in the late 90s and early 00s championed have been some of the coolest, not just creative music for games, but in general too! I don't play too many Maxis games any more, but believe it or not, after all these years, I open up those soundtracks from time and time and really appreciate the artistry.

There is of course a bit of nostalgia embedded there too!

Anyway, good luck with your new endeavors! Hopefully Jerry or others can help contribute again to the music.

Thanks Will,

[u/gABE-sellebe] [1 pts] [Nov 4, 2024]
will, what do you think of inzoi and paralives, do you like some of their ideas or not? (I think it's interesting to see the opinion of the person who literally created and popularized the life simulation genre as we know it, and these games are so inspired by concepts you created)

[u/WolfApseV] [1 pts] [Nov 4, 2024]
What happened to Simsville? I remember seeing the trailer for it in the early 2000s and was blown away by it but nothing ever came of it?

[u/Magpie-Slippers] [1 pts] [Nov 4, 2024]
I loved Sim City. Great game that was very original at the time.

[u/GoTeamScotch] [1 pts] [Nov 4, 2024]
How many splines have you reticulated?

[u/Loakattack] [1 pts] [Nov 4, 2024]
Is it true that while play testing Spore, you repeatedly made "Will Wrong" and killed him over and over again while maniacally laughing?

[u/AngryAbsalom] [1 pts] [Nov 4, 2024]
Hi Will, Spore was one of my favorite games growing up by a huge margin. I even had the iPod spin off game! I know a Spore 2 will never happen, but if it did, what's a part of it you'd like to really flesh out and develop?

[u/[deleted]] [1 pts] [Nov 5, 2024]
Simcopter was like Valium for the soul. The jazz tracks still bop, lol..

I would ask - even beg for you to see a refresh of sim-earth. I've been world-building ever since!

[u/[deleted]] [1 pts] [Nov 5, 2024]
Thanks for bringing Spore, THE game of my teenage years, to this world <3

[u/NCBaddict] [1 pts] [Nov 5, 2024]
You worked for EA for years. What are your thoughts about how the company evolved since those early days?

[u/Public_Owl] [1 pts] [Nov 5, 2024]
Hi Will! Thanks for all your creations - they were a big part of my youth and hooked me into sim games for life. I don't have a question but it's good to see you're still in the sim game business!

My favourite memory is the first time playing The Sims. I made a family that was constantly dirt poor despite having jobs. I think being a kid, I loved the 'wah wah waaaah' that came from the fridge when you had no money (I miss that!).

Well, the father starved to death while taking the trash out. A random NPC walking past the house at the time mourned their death for hours. Good times.

[u/DaiquiriLevi] [1 pts] [Nov 5, 2024]
Nice try, memory stealing demon

[u/Grapplebadger10P] [1 pts] [Nov 5, 2024]
Hi Will-
I truly mean this question respectfully. While things like AI do hold promise for a lot of applications, I have to point out to you that most, if not all of my favorite gaming memories come from old school, story based games. I couldn't tell you when my first call of duty win was, or how many points I scored against someone in a madden game. But I can tell you, I sobbed uncontrollably playing the last of us, was shocked when Samus Aran took off

her helmet, got melancholy when Legend of Zelda Link's Awakening ended. My memories are the stories. Video games have always been powerful as a storytelling mechanism. Do you think this medium is losing its soul by focusing more on graphical complexity or new innovation? Is there a place for the story driven experience any more? Do we cave to the toxic fan community when we create generative experiences that allow anyone to tell their story, instead of telling a defined narrative?

[u/SassiesSoiledPanties] [1 pts] [Nov 5, 2024]
!updateme

[u/mrw981] [1 pts] [Nov 5, 2024]
I bought my first PC in the early 90s just to play SimCity.

[u/Tryium] [1 pts] [Nov 5, 2024]
Sim city 2013 had such an amazing production value, lots of details and animation that are still craved into my brain. How did you manage to achieve such a great visual aspect for the game ?

[u/d4nowar] [1 pts] [Nov 5, 2024]
Do you ever wish your intended vision for Spore was what got released, instead of the more simplified game that came out at release?

I remember the e3 early videos, they were incredible.

[u/[deleted]] [1 pts] [Nov 5, 2024]
I've just downloaded Sims 4 and I've been building my house on mute, listening to Buying Lumber from the Sims 2 on repeat as I go. That original build soundtrack was my soother while I built into the night.

What's a reticulating spline?

[u/Skelemansteve] [1 pts] [Nov 5, 2024]
In my opinion the sims 2 was great, sims 3 was good but greedy and badly optimized, and sims 4 is such a step in the wrong direction. No real relationships between sims when you start, like wheres the drama? This family and that family are supposed to be at each others throats in the lore but its not programmed in, unlike in 2 and 3 where there were already established relationships

[u/Ameph] [1 pts] [Nov 5, 2024]
You're a loose cannon cop who doesn't play by the rules, Will!

You are one of gaming's greatest minds with Maxis.

[u/Quirky-Ad-9784] [1 pts] [Nov 5, 2024]
Who is your favourite pre-made sim from the franchise?

Also thanks for my favourite game franchise!

[u/maen_baenne] [1 pts] [Nov 5, 2024]
Getting the opportunity to share these games with my kids, and seeing them connect with The Sims, especially has been wonderful. Thank you so much for your contributions over the years!

[u/Key_Scholar_8827] [1 pts] [Nov 5, 2024]
Which sims pack that you worked on with Maxis is your favourite?

[u/fyhnn] [1 pts] [Nov 5, 2024]
My brother brought home The Sims 1 when it first came out. I was 8 and he was 13. He was showing me the house and his little sims sleeping and I was amazed. I asked him if he can wake them up and make them dance and he looked at me like I was crazy. "Would you like to be woken up at 3am and made to dance??" he exclaimed.

Cute little memory that I think about randomly. We went on to play the full collection.
Thanks for the brilliant games and sibling bonding.

[u/RoanWoasbi] [1 pts] [Nov 5, 2024]
Did you have anything to do with SimHealth? Was an unusual "game". Still have the box, with discs, and all that. Couldn’t get into it but I was a kid at the time. I never saw your name attached to it.

[u/DiMaRi13] [1 pts] [Nov 5, 2024]
I still remember the first time I saw sim City and I fell in love for the game, the mechanics and the events that could happen. Sim City started my passion for that genre of games and managerial games like theme park/hospital, roller coaster tycoon and so on. Thank you

[u/illumillama] [1 pts] [Nov 5, 2024]
No question really, just a big thank you! The Sims was my most beloved game growing up, and the franchise has had a special place in my heart for upwards of 20 years now. Thank you for creating it.

[u/[deleted]] [1 pts] [Nov 5, 2024]
I love spore so much! Thanks for everything! Was there anything you wished you could have implemented in spore you didn’t have the time or recourses for? Or did you ever want to make a spore 2?

[u/Jay3000X] [1 pts] [Nov 5, 2024]
Rosebud;

[u/[deleted]] [1 pts] [Nov 5, 2024]
Raid on Bungeling Bay reboot when?

[u/Luke4Pez] [1 pts] [Nov 5, 2024]
Will, I’m looking back on your profound impact on games and society and can’t help but feel sad that your guidance isn’t leading those projects anymore. Do you have any comments on your past creations and their legacy without you?

[u/Pitxitxi] [1 pts] [Nov 5, 2024]
When the Sims came out, my siblings and I all drew plans of houses for the game whole neighbourhood, created all the characters, ...
Also saved the game files in different folder so we could each play a different game on the same PC...

[u/DJdekutree] [1 pts] [Nov 5, 2024]
Wow, simcity and simcity 2000 were some of the first pc games I was addicted to as a child. I still play simcity series today!

Sitting at my old compaq presario pc late at night playing and listening to the awesome music, some of my fav gaming memories. Thanks will!

[u/orangpelupa] [1 pts] [Nov 5, 2024]
> I want your memories.

Growing up playing simcity and the sims, they were amazing. Heck, they are still amazing. I even used to listed to simcity2000 midi.

Truly magical and zen games.

I got confused by like spore tho.

> Ask me anything!

From the short explanation on the game website, it seems this new game will be merging aspects of your older games with new aspects...

Curious, with how do you and your team balance these many feature with ease of use for mobile device?

Hopefully it wont be as confusing as spore...

[u/cochese25] [1 pts] [Nov 5, 2024]
Sim City: Enhanced Windows 95 edition is probably my favorite Sim City just for the campy video snippets.

What was the idea behind all of those odd little snippets?

[u/Watsonathan] [1 pts] [Nov 5, 2024]
I was just telling my son about SimAnt this afternoon. That was such a fun weird little game. I miss all the sim games. I was obsessed with SimEarth too. I'd create these super predators and watch them overrun the planet.

[u/TheStaffmaster] [1 pts] [Nov 5, 2024]
Greetings Will!

When I was in school they taught us earth science with a version of SimEarth. But it was freely available on most of the schools computers (early 1990's) so the kids would spend hours in study hall tinkering with the settings and seeing what got spit out. Harmless fun, and looking back on it, it had "Sandbox" vibes.

Also, two words: RETICULATING. SPLINES.

[u/Andasu] [1 pts] [Nov 5, 2024]
Oh man.

While most of my time was spent with the sequels, discovering The Sims when I was about 9 or 10 was a formative experience for me. It got me into video games like nothing else before it had, and though I don't play it very much any more, it holds a special place in my heart. I still carry around the box of CDs to every place I move to just in case the urge strikes.

On to a question. The Sims was very obviously a commentary and satire on the modern capitalist society we live in today, and in that regard it's quite timeless despite much of its aesthetic and references being outdated today. Would you want to attempt a similar sort of commentary in another project?

[u/FeelingNiceToday] [1 pts] [Nov 5, 2024]
Hi Will, if you're still around, what do you think of [Primordialis](https://store.steampowered.com/app/3011360/Primordialis/)? Its just a demo at the moment, but I've seen it compared to Spore by a bunch of people.

[u/squishee666] [1 pts] [Nov 5, 2024]
Sim Ant 4k when?!?

Thanks for all the fish, though, it's been great

[u/[deleted]] [1 pts] [Nov 5, 2024]
For a long time you were one of the first big names I knew as a kid; I didn't know who Tom Cruise was, but Will Wright, I knew it was the guy in the background of my favorite game, and not only that, it was its creator! Your idea, by the way, was groundbreaking and shaped so many aspects of gaming today. I know you worked on TS2, i'm just not sure how much. Something tells me the humor and silliness of the game comes from you because it kinda lack

in later opus. TS2 has so many teensy details and just with the base game at that, it shows it was really something you were passionated about (when I say you, I talk about all of your team ;)).

The only question I have is, do you regret that your name is affiliated with a "girls game"? Did you play with your kids or grandkids? I have fond memories of watching my grandpa play Simcity 3000, all cozied up haha

Thank you for everything!

[u/Soup0rMan] [1 pts] [Nov 5, 2024]
This isn't the memory you wanted, but it's the one I've got. Nothing gave me greater joy as a young man than "failing" to put an entrance to the bathroom in my Sim's games.

[u/vozome] [1 pts] [Nov 5, 2024]
Could you elaborate on how you got the idea for Sim City? What led you to think - we're going to make gamers do this activity that had never been explored before in game, and it's going to be fun?

[u/TheBQT] [1 pts] [Nov 5, 2024]
I have extremely fond memories of playing SimCity 2000 and SimAmt

[u/dude-0] [1 pts] [Nov 5, 2024]
Most of the games mentioned were awesome.

But what I want to know is;
Comparing the final release, to the initial vision- do you feel like you achieved what you set out to with Spore?

If it fell short, in what areas, and why?
If not, in what ways do you think the game excelled?

If you could do it again, now, how would you do it differently with modern technology and methods?

[u/Divinum_Fulmen] [1 pts] [Nov 5, 2024]
Sim Ant isn't an "etc!"

[u/EverybodyStayCool] [1 pts] [Nov 5, 2024]
Good gawd my man, discovered Sim City via SNES upgraded to SimCity2k on PC a few years after.

Nothing really topped 2k for me, personally. Currently lost in No Man's Sky.

No other commentary, other than thanks for the memories.

"This is Simcopter 1 reporting heavy traffic."

Stay well and good luck on the new project sounds interesting...

[u/TurboCrab0] [1 pts] [Nov 5, 2024]
You're a goddamn legend, man. Thank you for all the endless hours of fun I had as a kid playing SimCity.

[u/Abigboi_] [1 pts] [Nov 5, 2024]
What are some of your favorite behind the scenes memories from your time developing the original Sims? I liked reading the tidbits about the developers/artists that started to show up after 100 in game days.

[u/Ty-douken] [1 pts] [Nov 5, 2024]
Memories - Playing SimCity on the Grade 1 Apple II in class was my first exposure to PC Gaming, open ended (no fail state) & will be a memory I keep until the day I die. It was the start of my interest in making my own Games (still need to make a commercial release, but had fun prototyping) & to this day is a foundational experience that's defined me as a gamer.

If SimCity 2000 & 3000 had playtime counters they'd both be my most played game without a doubt. I even accidently knee striked my tower during SC3000 play, destroying the disc down to a few KB & didn't want to wait a month for the Unlimited edition to release so I ended up with 2 copies of the standard game & 1 copy of unlimited.

I'm also shocked my SC2000 disc isn't destroyed from watching Will TV on repeat. That's nothing to speak of the horrors my Sims endured from a teenage boy.

Question - What is your favorite SimCity game as a player & why?

Mine is SC3000 due to it being the first SimCity I got hyped for before release, but also for its whimsical art style, soundtrack & refinement of everything I loved about SimCity 2000 & the first game without being hyperly realistic or difficult. It feels more about expression than challenge I find when I play.

Thanks for making the games you've made, I can confidently say my life is better for them existing.

[u/FixedFun1] [1 pts] [Nov 5, 2024]
What an honor Dr. er... I mean Mr. Will Wright.

I have a question about SimCity 4, which is a great game that people still play today all thanks to the incredible team at Maxis at the time: how come SimCity 4 only got just one expansion pack? The game sold fairly good, at least enough to gather more expansions, seeing how people still play the game, I think someone out there either Maxis or EA Games missed on a possible continious game.

As an extra not exactly related to the question, Microsoft made Age of Empires II: Definitive Edition and it still gets updates to this day, always wanted SimCity 4 or The Sims 2 to get the same treatment.

[u/manticore16] [1 pts] [Nov 5, 2024]
Branching out here to ask... where are Chiabot and Misty the Wonderbot these days, if still existing in some chassis or shell?

(No pun was intended with branching, but I'll gladly pretend it was deliberate!)

[u/[deleted]] [1 pts] [Nov 5, 2024]
SimEarth and SimCity brought back, modernized pleaseee

[u/TightValue315] [1 pts] [Nov 5, 2024]
Will their ever be a remaster to spore or a console port?

[u/WingsNut311] [1 pts] [Nov 5, 2024]
I loved building cities in SimCity then being able to drive around my cities I built while having vehicle battles in SimStreets. Also had an absolute blast playing SimTower and filling it up with V.I.P.'s. I grew up on the Sim and Warcraft franchises. It was one of the golden eras of gaming. Any hopes of the SimCity franchise returning to what it once was?

[u/SuperAleste] [1 pts] [Nov 5, 2024]
FUNDS

[u/KittenDecomposer96] [1 pts] [Nov 5, 2024]
Holy... You are literally responsible for the first game i remember playing, The Sims, and some of my best memories in gaming ever. I played Sims 2 for hundreds of hours without knowing there are expansions for it. I played so much that i had 20 generations of Sims in Pleasantville, each with at least one Sim with their career path maxed out and living in a mansion. You are the reason i was happy and entertained for years. Another game that provided me with amazing memories was Spore. It had some of the best stuff i have yet to see in a game today. Multiple genres combined to make a single amazing game.

[u/Maleficent_Credit534] [1 pts] [Nov 5, 2024]
I first discovered The Sims after moving to a culture very different from my own and exploring the game's world really helped me adjust and understand my new surroundings so much better. I remember taking turns to play with my friends and family almost every single day so thank you for bringing such meaningful memories and relationships into my life! Lately I have been missing the charm of The Sims and Sims 2 and I'm excited to see what new experiences your life simulation games will offer!

[u/yick04] [1 pts] [Nov 5, 2024]
You and Chris Sawyer will always hold a special place in my heart. It's a shame what EA and Atari have done to your respective franchises.

[u/bigtarget87] [1 pts] [Nov 5, 2024]
I had a teacher use Sim City to teach us about money and infrastructure or some crap like that. I only passed because of the money cheat code.

[u/Elden_Storm-Touch] [1 pts] [Nov 5, 2024]
Spore was my childhood. We had it on a disc, with the Creepy & Cute parts pack, now I have it on Steam.

[u/HubblePie] [1 pts] [Nov 5, 2024]
I've only played My Sims Kingdom. Did you work on that too?

[u/Squiddle-McDiddle] [1 pts] [Nov 5, 2024]
I've never played any of those games, but my wife loves the sims. Thanks for your contributions to the industry!

[u/gseckel] [1 pts] [Nov 5, 2024]
SimCity.... The first game I ever played, on a Mac, in 1989 or 1990...

Spore.... One of the first my kids played, before Minecraft.

[u/InbredCow2025] [1 pts] [Nov 5, 2024]
More Spore! Thanks Will. Big fan.

[u/Woodyz1940] [1 pts] [Nov 5, 2024]
Before I ask i wanna tell you my history with that games and that i really love your games Will Wright, i went introduced to Maxis thanks to my father that bought games i first played SimCity, but he had Spore when i was a little kid i never knowed both were from Maxis, The Spore i had was Creature Creator until i started playing Spore in 2013 when i was just 9! your games changed my life and childhood Spore is what is more special for me, i don't see Spore and SimCity only as a game but imaginary friends yea that's crazy lol, if weren\'t for my father i wouldn't never meet these games!

Ok now the question is... Do you plan to return to Maxis in the future and return working in Spore and SimCity? I would be really hope if these 2 games came back, and were still being active and in the next years, i'm not the only one who would be happy there is a lot of people that loved your games would love to see that happen, like both game having similiar treatment to Minecraft and No Man's Sky or etc. that keeps getting updates.

And oh and after 16 years Spore have now a official discord server created on 29th of september! It have many members almost 10K Spore Fanbase it is very loyal to the game and there are new few devs bc them want to make the Spore servers alive but unfortunely them do not know how to code the game bc it is old and Spore used custom engine so them will only make the servers of Spore alive but them wished could make updates and DLCs for the game.

Greetings from Brazil!

[u/wiccan45] [1 pts] [Nov 5, 2024]
Just something about simant, few games try to copy the formula and feel, and just doesnt work

[u/phukhugh] [1 pts] [Nov 5, 2024]
Please don't let EA touch any of your work again

Do you have any plan to create something similar to the sims or spore ever again? This new game is mobile.

Would be cool to see you create a palatable successor to the sims series with a new crew.

[u/Evenmoardakka] [1 pts] [Nov 5, 2024]
Of all the sim titles, what was your favorite? In both end result, or working on?

I have fond memories of sim tower, sim ant, and sim farm (and an eternal frustration of not being able to fly the plane)

[u/chewy_mcchewster] [1 pts] [Nov 5, 2024]
Sim tower was the shit. Also sim ant.. however I never finished sim tower.. so there's that.

Thanks for the memories , would love some remasters

[u/Jack_of_Spades] [1 pts] [Nov 5, 2024]
Favorite memory...

My first kiss...

It was my junior year of high school. We saw The Core. I remember how nervous I was even though we were just sitting near each other. The nervous back and forth of fingers touching along the armrest. Looking over at her after the drillship escaped a collapsing bubblegeode drifting in earths mantle. There was a lull in the action as the crew tries to figure out how to manage heat now.

I squeezed her hand and her eyes met mine. She smiled and I leaned in. Lips touched and I felt the world melt away around me. The feeling of her hand in mine. Her lips against mine. Lip to lip gently parting to tongues. My sudden intake of surprise and a shudder of electricity passing throguh my spine.

Then another, and another. Kissing without parting. I don't know how much time passed. I don't remember the rest of the movie, but I know we occassionally stopped for air. I know I kissed and nuzzled her neck softly. She smelled like fruit and vanilla. Her skin softly flexing when my lips touched her.

It was... perfect and that moment has been seared into my memory. I have never had a kiss that hit me that way since then. To this day, I love her. I can't shake the memory of her. Those first moments.

Edit: So my question... Can we have more edutainment games that are actually good? I would love a new SimAnt with a simpler interfact to teach elementary students about ants or insects!

[u/Ultramarinus] [1 pts] [Nov 5, 2024]

What a lovely surprise to see this just before I fell asleep, scrolling on my phone! Let me share my very fond memory related to you then, Will:

After I practically grew up with Sim City on Amiga, I practically begged to get a Creative Multimedia Kit with our first PC and the main reason for that was it included Sim City 2000! After I played it so much, we had a long holiday planned with no PC with us. But I just couldn't let it go and I began practically playing Sim City with pen&paper! I was drawing a bird's eye view of the landscape, then zones and roads like back in the first game. I lost that notepad unfortunately, else would have loved to share it with you.

Thanks for all the fond memories Will and best of luck, I'll be checking our your next game!

As a question, I'd like to ask if there was a Sim Game concept that you wanted to make but for whatever reason it never came to be, even as a concept. You made so many different, brilliant games but maybe an idea you had was too much for the tech back then or would be too niche?

[u/GoTron88] [1 pts] [Nov 5, 2024]
Playing the hell out of SimCity on SNES is a core memory of my childhood. Thank you, Will!

[u/UltraPhocus] [1 pts] [Nov 5, 2024]
why sims talk in a weird language?

[u/playerzer2] [1 pts] [Nov 5, 2024]
I absolutely LOVED the way the helicopter movement felt in Raid on Bungeling Bay, Commodore 64.

It always felt just right

[u/sdhoigt] [1 pts] [Nov 5, 2024]
I'm someone who grew up reading PC Gamer magazine and followed so much of the development of Spore through its pages. Having experienced that, the actual release version of Spore being so dramatically different in tone and complexity really just crushed me as a kid compared to all the examples I had seen. From what I understand, the cause was largely outside influence, but to this day I think of it as one of the great tragedies of gaming.

While I recognize that there are lots of people who enjoyed spore for what it was, and hell I enjoyed playing around with the creature creator, but do you ever look back and wonder what could have been or do you think the version of Spore you released was more successful than the original idea ever could have been?

[u/Djsinestro_techno] [1 pts] [Nov 5, 2024]
Will,

Did you ever take the ladder out of the swimming pool while one of your sims was swimming to watch them swim endlessly until they died?

Just curious.....not that I did....or anything.....

On another funny note, I tell my wife my social meter is low a lot.

[u/Helacious_Waltz] [1 pts] [Nov 5, 2024]
My first SIM game was SimCity classic Way back in the early ’90s when I was five or six. My dad bought it when we got our first computer and it was probably The first game I actually owned. I knew almost nothing about city planning or building but through trial and error I figured it out and became pretty decent at it but my priority was always building massive cities just so I could watch them burn down.

Floods, fire, tornadoes, and my favorite; the giant orange salamander were all unleashed upon my poor Sims. For many SimCity was a city builder, for me it was a disaster simulator that you had to build a city to properly enjoy and it was always a social affair for me.

If I knew friends were coming I would spend hours just building a larger city and we would take turns unleashing chaos on those poor helpless sims. My dad also played and when he was done or got bored of a particularly city he would unleash me on it, it became a tradition with us.

It even inspired my mom too make me a small stuffed version of the salamander which regularly eight people driving Hot Wheels and had epic battles with my action figures.

[u/Hauwke] [1 pts] [Nov 5, 2024]
My personal favorite has always been The Sims 2, specifically the ps2 version. Idk why but the ability to get down on their level and play as them just hit differently as a kid.
Split screen with my sisger was awesome too, it was just a great time.

[u/evileyeball] [1 pts] [Nov 5, 2024]
I’ll never forget the day I picked up the box of the SimCity 2000 special edition in a Costco in Kelowna BC and took it home to install on my windows 3.11 Pentium machine that same copy is still with me and installed on my windows 11 machine now.

My least favorite memory relating to you unfortunately is waiting so many years for spore seeing how awesome it could have been and then finally buying the special edition of spore bringing it home and finding it would barely run on the machine I had at the time only after some major driver updates. Luckily I was planning to upgrade so I got my new machine in and I installed spore excitedly and it didn’t work so I updated a bunch of drivers and went to launch and it goes sorry we’ve detected that this is a new machine and you’ve installed more than you’re allotted amount of times for the secuROM DRM... So unfortunately I said screw it I went on a pirate website downloaded a pirate copy of the game that had the DRM removed from it and installed it using my legitimate key after of course verifying the download was clean of any malware or other things.

Unfortunately the galactic edition of spore was the worst experience I ever had buying a special edition of a game because there wasn’t that that much extra I got that made it worth my extra money I paid out with all the hassle I had to do to get the game to actually work none of this is your fault in fact it’s mostly the corporate overlords fault but it

happened and there’s nothing we can do about it now I am however excited to see your new project and what goes on with it and I would be excited to try the game. I have to say though my favorite game you’ve ever created a SimCity 2000 that is one game that I will be playing until the day I die.

If there are two forever PC games they are SimCity 2000 and starcraft and you should feel honored that you are in the top two as far as I’m concerned in terms of PC games

My question for you is, was there ever a game you made that you said, "This wasn’t my best work" or you actively didn’t like after it was finished?

[u/[deleted]] [1 pts] [Nov 5, 2024]
I even just saw a post about it a couple of days ago...

Why was Spore not made... bigger? Not only why did it kinda seem like NMS level promises and underdeliveries, but why have we not gotten a new Spore game?

[u/internetnerdrage] [1 pts] [Nov 5, 2024]
Thank you for helping make my childhood. (Or maybe simulating it?)

[u/greedysmokey56] [1 pts] [Nov 5, 2024]
Sims 2. I grew up with a not so great family and my dad passed when I was young. I would create ideal familes in the game and pretend i had a functioning family. I wouldnt be surprised if i was the only one as a kid who did/does this. So big thank you from like minded people like me. Also i would delete the walls in a house and place a toilet and laugh uncontrollably at the sim kicking everyone out to use the bathroom.

[u/Septseraph] [1 pts] [Nov 5, 2024]
Sim Earth was aspiring on many levels. Thank you.

[u/Mumbleocity] [1 pts] [Nov 5, 2024]
Years and years ago I read a report on how Spore would have been quite a different game. Is that true? What do you think about the changes made if so?

Could you please develop something to challenge EA’s strangle hold on the Sims?

Thank you for all the enjoyment you’ve given me over the years!

[u/PretendPenguin] [1 pts] [Nov 5, 2024]
I can not tell you the ungodly amount of time I spent on the SimX games. SinTown, SimPark, SimSafari, and especially SimAnt. Nothing has really replaced a lot of your work like SimTune and SimAnt, and definitely not the more complex Sims.

Is there a concept you wish you could explore similar to the older SimGames? Some were so different that they still stand alone, such as SimPark, Safari, and SimTunes, I can’t imagine other truly unique takes on the genre, like SimFurnatureMaker or SimLlamaFarm.

Love your work, and thank you for everything you’ve done.

[u/ThisIsMyLife1704] [1 pts] [Nov 5, 2024]
Hello Will Wright! So, Thank you for creating the best game ever. The Sims, I love it so much and still play it to this day. My favorite is The Sims 2. I still play it to this day and it’s always been my favorite game. Here’s my question: How do you feel how everyone at EA is handling The Sims 4? And how would you feel if a Sims 1 and Sims 2 remaster was released (still the same game but with bug fixes) and how do you feel that a bunch of simmers still play The Sims 2 and even make mods to this day?

[u/Tenalp] [1 pts] [Nov 5, 2024]
Didn’t have a PC until middle school. So I spent my childhood renting games. For some reason I would rent the SNES port of Sim City 2k every winter. I’d play it at my grandma’s house, next to her little gas fireplace. Even now, 30 years later, whenever it gets cold I want to play Sim City on the SNES sitting next to a fire. Not PC Sim City 2k. Not SNES Sim City. Sim City 2k on the SNES.

[u/PersonNumberThree] [1 pts] [Nov 5, 2024]
Learning how to open chat, type "rosebud", hit enter and repeat as quickly as possible on my grandfathers old computer really hits me in the childhood memory core. The computer would only load The Sims when it felt like it - crashing most times. I remember thinking that if I pretended not to look or care about the load, then it would have a higher chance to work. Good times and thanks a lot!

[u/BrassBass] [1 pts] [Nov 5, 2024]
The music of Sims 1 and 2 is so special to me that it will be some of the music I hear on my deathbed one day.

[u/ornithorhynchus-a] [1 pts] [Nov 5, 2024]
i grew up on old maxis games they were really something unique and special! the sims series in particular always fascinated me i started with the original game and loved all the weird interesting and sometimes scary details (one of my fondest childhood memories was the first time i experienced a sims 1 fire i cried they were terrifying). i loved seeing new takes on the series in spin offs like bustin out as well as how the game evolved in the mainline series often pushing the boundaries of what was capable at the time (the sims 3 my beloved you were ahead of your time). early maxis games were pretty brave and outside the box at the time games without end goals they relied on creativity which was not common but spawned interesting genres. the random events that were not always true to life disrupting the game made it so fun even if it was sometimes annoying or inconvenient.

do you think you could reimagine new interesting games on new hardware with the same energy and imagination? pcs have come a long way since simcity, spore and the old sims games with the resources available now you could revisit both old classics as well as come up with entirely new concepts

[u/[deleted]] [1 pts] [Nov 5, 2024]
You sir are responsible for some of the earliest and most formative memories for this gamer

My father was a hardass, gaming wasn't really allowed in his house. His mom, though, got me my first computer, ill never forget it an eMachines something or other. And since I wasn't allowed to play things like GTA I ended up starting with the boring educational games (all she would get me at first) before transitioning to sim games. From your games, SimAnt was mentioned, SimCity 3000 Unlimited, the first 2 Sims games, to the other well known ones, Rollercoaster Tycoon, Zoo Tycoon, Theme Hospital, Fast Food Tycoon 2 (I f'ing love and miss FFT2 so bad, hold on let me go release another rat in my rivals restaurant before I blow up his supply building, while feeding my customers my Outback Pizza covered in rattle snake and ants lmao)

It was my foundation in gaming. I yearn for those days, and I often wonder how gaming ended up going in the direction it did. Why did sim games seemingly disappear, with occasional spiritual successors that never quite hit the spot

Man, to be 9 years old again, playing SimCity on my computer at Grandma's house (she died when I was 11, I think I very obviously associate those gaming memories with her). She was the only one who would watch me and engage with me. "Why did you make that neighborhood like that? Why don't you build your own rollercoaster? Is that person going to the bathroom inside that house??" It was so great, especially when other adults just dismissed it as "those silly games."

Your games were the games I was playing around her, for that I have nothing but gratitude

[u/cnull] [1 pts] [Nov 5, 2024]
I still think about cloud albedo thanks to SimEarth.

[u/ChipperChick] [1 pts] [Nov 5, 2024]
I miss the non pay to play versions :(
I don't play anymore...

[u/Randyfreak] [1 pts] [Nov 5, 2024]
Omg Will Wright! It's an honour if you even read my message here. You've inspired me since I was a child. I'm actually making a game (The Sims x Dungeon Keeper) because of you (and Peter Molyneux). I don't have a direct question but just wanted to thank you for my childhood and imagination.

[u/Blackfang321] [1 pts] [Nov 5, 2024]
I love The Sims, because it spoke to so many people. ANYONE could enjoy it.

Also, my oldest (who is now moved out an on her own) still loves and plays it. It gives us common ground, which I've learned is valuable when your child moves put and is forming a life of their own away from home.

[u/Sparktank1] [1 pts] [Nov 5, 2024]
Are these memories going to be scraped and used to build datasets for the AI game?

[u/Sirens_kai] [1 pts] [Nov 5, 2024]
Hi I'm a big fan of the sims, I still play sims 2 a lot today! One thing I really enjoy

about it is not only the ability to tell your own stories but also the stories that are already started up in game with the premades, I'd love to know what goes into creating that and the inspiration behind it

[u/balmzz] [1 pts] [Nov 5, 2024]
What was the unusedd aspirations power and creativity in sims 2, what was the idea with them

[u/agent_wolfe] [1 pts] [Nov 5, 2024]
Thanks for the fun games over the years! I can't think of any questions right now, I just wanted to say I enjoyed the games. Me & my brother used to play Sim City, & Sim City 2000 when we were kids. I've really enjoyed Sims as well!

[u/evilkitten03] [1 pts] [Nov 5, 2024]
Just want to say thanks for making The Sims series which I remember messing around on The Sims 2 Body Shop and learning how to use Photoshop for the first time.

Really stupid question but what do you mean by "AI-driven life simulation"? When I think of The Sims, I think of artificial intelligent (or "Free Will" to be more precise) of how different Sim would react. Is it like inZOI where you typed an prompt and it generates contents, is that what you mean? No offense but it feels too vauge to really feel anything about "AI" alone as I don't know what it even going to be used for if it a big deal to point out.

[u/kamandi] [1 pts] [Nov 5, 2024]
For real? Man, you and your production staff defined so many late nights as an early teen. Sim City 2k was a great place to lose myself. Until I was bored, and Godzilla needed to attack.

[u/BruhAtTheDesk] [1 pts] [Nov 5, 2024]
I am not quite sure on how to phrase it, but what was the creative process like in making the first of each title. In the sense of coming up with the idea, fleshing it out, starting to make creative design decisions. These types of things. And how did the final version match with that? Especially with compromises needing to be made due to technical limitations.

Ps: Noclip documentary when?

[u/jokekiller94] [1 pts] [Nov 5, 2024]
Did you have any twisted designs for epic Mickey that Disney straight up said no to? It was one of my favorite games on Wii!

[u/broccolish] [1 pts] [Nov 5, 2024]
What's an invention from video game design that people don't think about, which has real world impact beyond video games?

[u/Dewm] [1 pts] [Nov 5, 2024]
Wow. True fan boy moment here.

I bought SimCity 2000 in 2001 when I was 12 and fell in love with the management genre. Whenever I couldn't play I was drawing city layouts by hand with a pen and paper. Later I got Sim copter and played that to death. Then simcity 3000 and lastly SimCity 4, which IMO is still the best city builder ever created.

Very much appreciate the effect you had on my early life.

I'm 36 now and still play management games when I have time. You started it all

(Forgot about Sim tower, that was also just a pure joy to play)

[u/lannister80] [1 pts] [Nov 5, 2024]
Can we talk about Sim Ant? I played that the whole bunch on a 1987 Mac and had an absolute ball as a kid.

[u/BaronCapdeville] [1 pts] [Nov 5, 2024]
Thank you so much for your art, Will.

You, very literally, inspired my entire career, and my largest passion.

[u/Darkness572] [1 pts] [Nov 5, 2024]
The Will Wright, awesome, I remember watching some recorded videos of you talking about Simcity 2000 on the special edition SC2000 disk. Thanks for making such an amazing game. What have you been working on recently, how have you noticed the industry changing while working in it, for better or for worse.

[u/queenxlag] [1 pts] [Nov 5, 2024]
Are the memories you're asking for here supposed to be game-related or are you asking for unique personal experiences to bring to the game?

[u/Limmmao] [1 pts] [Nov 5, 2024]
Have you played SimFarm and SimTower? SimCity/Sims/Spore we're all great games but I have lots of memories playing those two as well.

[u/Halflife84] [1 pts] [Nov 5, 2024]
If you are looking for memories.

My dad who's in his later years, talks about simcity as if he can remember playing it yesterday. He recently got a decent gaming pc and is going to try cities skylines as there isn't a new sim city for him to play

[u/El_Rista1993] [1 pts] [Nov 5, 2024]
What game did you have the most fun making?

[u/LunarFuror] [1 pts] [Nov 5, 2024]
SimCity 2k was one of the first games I ever had on a Packard bell. Playing with my brother was some of our favorite times back then

[u/mrpenguinb] [1 pts] [Nov 5, 2024]
With staircases in The Sims (2000), was it intentional that they can catch on fire and spread fire to the second floor?

Asking because the origins of the series were inspired from your house burning down. Regardless, it’s a great example of emergent (brutal though) gameplay.

Also, do you know if any gameplay for SimCity 3000 in its 3D form was developed before being scrapped?

[u/grashel] [1 pts] [Nov 5, 2024]
Hello, Mr. Wright! I wanted to take this opportunity to share just how much The Sims has meant to me over the years and how deeply it’s impacted my life. My journey with the game began when I was just 5 years old, sitting on my dad’s lap. I remember that moment so clearly; my dad was going through a list of games, and he asked me which one I wanted to try. My eyes landed on *The Sims* - it looked different, intriguing. When I pointed to it, my dad hesitated a bit and said something like, "I don’t know if you’re going to like this game." But he decided to let me try it anyway, and I think neither of us could have imagined how that decision would shape a part of my life.

From that very first experience, I was captivated. There was just something about *The Sims* - the freedom, the creativity, the way it allowed me to tell stories and shape lives in my own little world. Even as a kid, I found so much joy in it, even if my gameplay was, let’s say, "unconventional"! I would buy the biggest plot of land I could afford, leave most of it completely empty, and then have just a single toilet outside and a bed with no walls around it. Looking back, it’s funny to think about, but I loved every second of it.

Now, all these years later, I’m 26, and *The Sims* has remained a huge part of my life. . Your game has grown with me over the years, and it’s been a constant source of comfort, creativity, and pure joy. I just wanted to say thank you from the bottom of my heart for creating something so incredibly special. You’ve given me and countless others a way to explore, to create, and to connect with something deeply meaningful, and that’s a gift I’ll always cherish. Thank you so much, Mr. Wright.

[u/SpretumPathos] [1 pts] [Nov 5, 2024]
Did you have anything to do with the inclusion of "Klik and Play" in the Sim City 2000 special edition?

Between that, and the included building bitmap editor tool (complete with support for cycling colors to do stuff like flowing water and blinking lights), that CD was amazing for learning game dev in the pre-internet era.

[u/SpretumPathos] [1 pts] [Nov 5, 2024]
Have you ever personally gotten a Plant species to sentience in Sim Earth?

[u/TimHuntsman] [1 pts] [Nov 5, 2024]
Hey Will. I remember meeting you at a GDC roundtable about 2001. I had just move up to Seattle to become a Lead Designer w FASA at MSFT
You were very cool and great to talk with

Thanks for being the crazy creative you've always been!

[u/[deleted]] [1 pts] [Nov 5, 2024]
You have made thousands of people vbery happy, made them forget loneliness and sadness.

[u/DirtyMight] [1 pts] [Nov 5, 2024]
Is there any way we get a new spore that keeps the old charm but improves what was lacking and give it a "modern touch"?

Also how happy are you with the payment structure of the sims? I have seen a video of it completely getting out of hands with dlcs basically having thousands of dlcs that are already hundreds of dollars combined. Let's say this cost structure is not a consumer favourite ^^

[u/art0nic] [1 pts] [Nov 5, 2024]
Thank you for all the amazing games you have created over the years. I remember fondly playing SimAnt with my cousin when I was a wee lad.

Out of all the games you have created, what would you say was the most clever design workaround you had to do to circumvent a technical limitation of the hardware? Also, aside from sim games, what is your favorite genre of games?

[u/CyberKiller40] [1 pts] [Nov 5, 2024]
SimCity was my first tycoon game. The Godzilla rampage across the city was awesome on 286!

[u/RollIntelligence] [1 pts] [Nov 5, 2024]
Will you ever make another game similar to Spore? I loved that game so much!

[u/SendMeYourQuestions] [1 pts] [Nov 5, 2024]
The OP was so clearly written by an LLM

[u/DAT_DROP] [1 pts] [Nov 5, 2024]
I remember on Spore's release date of being the originator of the **Sporicle Butthole**, and all of my animals from that weekend- from Lava Kitty to the Inca Lizards- had one

[u/mdglytt] [1 pts] [Nov 5, 2024]
Imaginary friend coming to life, and another one, and they make a family and have kids, etc.
Was bizzare and very cool.

[u/Lunaanou] [1 pts] [Nov 5, 2024]
Hey :) I vividly remember being 10 years old and going to Sweden with my extended family...however my older brother brought his hard drive with a bunch of games on it. So i

spent every evening in a big wood cabin in Sweden playing Spore on the pc with my cousins. We had a blast creating dragon-like ceratures! Thank you for that :)

[u/user13131111] [1 pts] [Nov 5, 2024]
Spore 2 lets go lol

[u/-regaskogena] [1 pts] [Nov 5, 2024]
Will,

First, a story:

When I was in 6th grade (1996) we had a computer in the classroom. It was a small school so our tech was behind, but this computer had SimCity on it (the original). Since I was good at math my teacher would let me do my own work then use the computer after to play SimCity until math period was done. Another classmate got the same deal so every day was a race to see who could learn and complete the lesson first so we could use the computer. Whichever of us was second just did extra math lessons (what can I say, we were nerds). By the end of the school year I had a thriving metropolis and it is one of my most fond memories in a childhood riddled with bad ones. Thanks for that!

Now, a question:

Which if your projects is your personal favorite? Which could you spend endless amounts of time playing if life allowed?

[u/wiewiorowicz] [1 pts] [Nov 5, 2024]
Every girl I knew that played any games always had The Sims on their list. Usually it was The Sims and Homm3, these two seemed to resonate with female gamers back in the 2000s eastern europe

[u/mist-or-beast] [1 pts] [Nov 5, 2024]
Spore was the very first game I purchased on Steam and I have many fond memories of both serious gameplay and goofing around.

I’m aware it’s not coming, at least not anytime soon, but how open are you to making another game like it? What would you improve/add on it?

[u/UOLZEPHYR] [1 pts] [Nov 5, 2024]
Give new Sim Copter

[u/Cirelectric] [1 pts] [Nov 5, 2024]
I think a big chunk of who am I is thanks to spore. And not even the original one, but spore creatures on the pc.

Thank you so much. To this day I’m a 3D technician and I love to create monsters and worlds, and that’s thanks to you.

I remember my friends’ creatures roaming around my worlds. I remember searching for pokemon

made in there.

You introduced me to the concept of working around limitations, and that’s so awesome

[u/ClockSpiritual6596] [1 pts] [Nov 5, 2024]
I love sims 2 and 3. Thank you
But sharing my memories to the Internet and to an AI? No

[u/madscientist3982] [1 pts] [Nov 5, 2024]
The memory collector idea reminds me of this comic.

https://www.viruscomix.com/page599.html

[u/Obvious-Driver-372] [1 pts] [Nov 5, 2024]
When I was 10 I bought the Sims Date night as I wanted to build restaurants. But I always got an error of "insert disk 0" whenever I tried to play. Any idea why?

[u/Im3th0sI] [1 pts] [Nov 5, 2024]
Whenever I think game nostalgia, SimCity 3K Unlimited and that badasss soundtrack comes to mind. It was one of my first games I ever got when I bought my first PC (P3 800mhs, 32MB graphics card, 128MB RAM).

It’s just my go to whenever I need a bit of peace and quiet and some fond memories.

Thanks again for all the games and shame EA took over :(

[u/Artificiousus] [1 pts] [Nov 5, 2024]
SimCity, for PC, the original one. It fitted in 3 floppy disks. A friend had it on his computer, I brought 3 disks, copied it over and it worked at home. I was so happy there was no anti-copy mechanism. Great game. The little dots moving around like cars was top graphics at the time.